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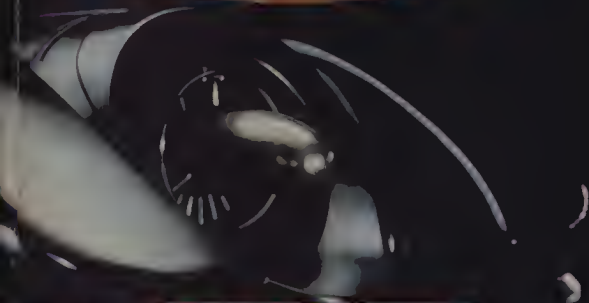


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THIS MONTH  
OCT 1989 No.95

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## KONIX HERE AT 8 LAST

After months of anticipation, the Konix Multisystem has arrived at last. We give you the lowdown on how the console works, and we've also got screen shots of the first four Konix games. Check 'em out.



EDITOR JULIAN "JAZ" WIGRALL  
Jaz recently got taken to the UK. Yaddy dear. Show by Ghent, but he assures us that all the suddenness hasn't affected his games playing abilities!



ART EDITOR ANDREA "OOH LA-LA" WALKER  
Andrea's been running around like a black-belted man in preparation for her trip to France. Fortunately she hasn't been practicing her French on us!



STAFF WRITER PAUL "HARD" GLANCEY  
This month Paul's been hard in every sense of the word (see-or miss). The climax of the month for him was when he took delivery of a hard drive for his PC.



# CREDITS

EDITOR: JAZ  
ART EDITOR: ANDREA  
ADVERTISING: PAUL  
DESIGNER: ANDREA

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## A LEGENDARY COMP

52

Wow! A fab video cassette recorder and a copy of the Jason and the Argonauts video is first prize in this comp with a mythological twist!

## POWER COMP

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## PLAYMASTERS

Do you ever feel like you're playing a game? Well, you can! Playmasters is a new game that lets you play a game of your own design. It's a new way to play, and it's a new way to win!

## ARCADES

100

Five hot new coin-ops are revealed this month, including Rastan II, a brilliant 3D shoot 'em up called Aquattack, and Rambo III! And we've got the Official UK Highscore Table too!

## MEAN MACHINES

108

The completely amazing conversion of Ghouls 'n' Ghosts is exclusively reviewed on the Sega Megadrive, and we've also got the first Megadrive football game, World Cup Soccer. For PC Engine owners we've got a review of Yaksha, a new Space Harrier clone.

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USE MANAGER NIGEL KING-KING "TAVLER" is a cartoonist at the moment - he's been working on a cartoon and a feature called "The Week", and he's not sure which one's a worst!



DEP ADZ MANAGER JO COOKE Jo's been on her note laptop around the French beaches this month, doing his work at it.



SALES EXEC TINA "CORIACIA" ZANELLI Tina's got a Lada car, she's a model and a person who's been away Lada for. Perhaps you've got some? If so, write to the YOR - press for the best one!



PRODUCTION ASSISTANT GLENYS "SOFT" POWELL Went to the UK Teddy Bear Show with Jan and bought two new bears - a price-bear and a Mini-bear "They're gone friends!" says Glenys. Ash!

can make SA  
hell PRODUCER ON ASSISTANT  
well PUBLISHER: Graham Taylor  
SUBSCRIPTION ENQUIRIES: EMAP  
11, Lincoln Court, Lincoln Road

AND  
Court  
London EC1 3A TE 0 2 62 2  
00

THE  
WINTER





# KONIX HERE

The long-awaited addition to the swelling consoles market has just about arrived. From October, the Konix Multisystem, which could possibly be the best home games machine yet, will be in stores across the nation priced at just over £200. Paul had a Glancey at the machine...

## INCREDIBLE SPEC

On paper at least, the Konix wipes the floor with every other console, and some of its features even put the wind up powerful 16 bit home computers such as the Amiga and ST. Check out the specifications box below and you'll see that for the price, it's technical specification is outstanding.

Siege of the art custom circuitry put the Multisystem's graphics and sound capabilities beyond even the Amiga. Like the Amiga, the Konix has a Bitter chip which can shift large graphics around the screen at speed, but unlike the Amiga, the Konix hardware can mix sprites and vector graphics with equal ease making it even more flexible from the programmers' point of view.

The machine is equally well catered for sonically. The audio hardware provides high quality 25 channel stereo sonics on a par with Yamaha's DX-7 synth! Of course you can listen to the Konix through the TV, or, even better, you can plug headphones or a stereo amplifier straight into the jack socket on the back of the machine.

## SHAKE, RATTLE AND ROLL

What puts the Konix Multisystem even further ahead of the field are its vast range of control options. A micro-switched Konix Navigator joystick comes with the package, but even more exciting is the innovative analogue steering controller which can adapt itself to suit three different game types.

For burnin' up the highway on a motorbike, the controller can become a pair of handlebars, but twist the ends of the handlebars up and you have a yoke, perfect for flight simulation or Afterburner-style games. You can also clip a plastic steering wheel over the yoke - plug in the supplied foot pedals and you have the ultimate driving experience! For even more realism, the controller has solenoids inside it, giv-

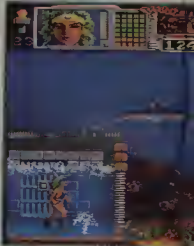
ing it the ability to shake in your hands should you drive over rough ground or nose-dive into a runaway.

However you configure the controller, two independent fire buttons always fall easily under your thumbs and on the right of the console, there's an analogue lever which can double up as a throttle or a gear shift, or indeed anything else Konix programmers can dream up.

## NOT THE COMFY CHAIR

Other hardware add-ons on the horizon include a light gun with recoil action and rapid fire machine gun mode, which will sell for around £40, and the much heralded Space Harrier-style hydraulic chair.

This luxury item will cost just over £200, but should be the most fun piece of hardware ever devised for a home system. There are even plans for a plug-in exercise bike for fitness-conscious gamers to ride into the sun-set. Who says computer games are bad for your health?





# AT LAST



▲ Hammerfist by Visual Images.



▼ The Multisystem unit in 'steer 'n' go mode'.

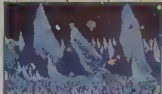
## THE GAMES

With such amazing hardware, many software producers have expressed interest in producing software for the Multisystem. Last month we told you about Llamasoft's superb Attack of the Mutant Camels, and Hammerfist from Visual Images, but Konix are hoping to launch at least 20 titles alongside the machine when it is released. Here we have pictures of Last Ninja II from System 3 and Star Ray from Logotron - two conversions, both of which easily match their home computer counterparts in quality.

At the moment there's no news of any arcade conversions for the machine - strange really, considering its specifications it sounds an ideal machine to convert coin-operated.

Konix software will come on plate-proof 3.5" 880K disks which just slot

▼ Star Ray - Logotron's superb Defender variant.



▼ Jeff Minter's Attack of the Mutant Camels



into the built-in drive, as well as cartridge, and will cost between £15 and £20. If the Multisystem gets the software support it deserves, it has the potential to be a real world beater. Keep watching the mag - we'll be keeping you posted.

▼ System 3's Last Ninja 2.



## MULTISYSTEM SPECIFICATIONS

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## JOYSTICKS ENTER FOURTH DIMENSION

Special guest star in the C+VG New Joysticks Spot this month is Fourth Dimension's Raper. It's a chunky beast, designed for table-top stability rather than hand-held comfort, and even though the Raper shuns those oh-so-passe micro-switched movement mechanisms, it remains remarkably responsive (it's become a firm favourite of C+VG joystick jocks, Paul and Jaz). The fire buttons (which are microswitched) are so sensitive that Fourth Dimension reckon the addition of an auto-fire switch would be superfluous. Its steel shaft and rugged construction mean it'll survive even the longest Delay Thompson Runs A Long Way session with even the craziest



waggles at the helm

At £14.95 (RRP) it'd be great VFM, but to you, the C+VG reader, Mr Jones is prepared to let them go at a for an extra special introductory offer: price of only £12.95 (inc p+p)! So, if you feel the need for a brilliant traditional

stick that'll last for donkey's years, send a cheque payable to Fourth Dimension Computing Ltd to Fourth Dimension C+VG Stick Offer, Fourth Dimension Computing, Unit N, Lon Las Workshops, Skewen, West Glamorgan, SA10 6RP.

## SATELLITE TELLY

Broadsword, the team that brought you ITV's award-winning fantasy RPG, Knights, are now working on a new TV show for screening next year on British Satellite Broadcasting. Appropriately enough, the programme is called The Satellite Game, and is set inside the Enigma, a huge computerised bomb orbiting the Earth. Teams of three players guide a robot called Larry into Enigma, solving the problems it sets in an attempt to convince it that there is intelligent life on Earth and blowing everyone up would be a pretty bad move.

Like Knights, the Sat

ellite Game makes heavy use of computer graphics. The sets are all produced on a mega graphics computer, and at certain points in the game, the players get a 3D view through Larry's photoreceptors. This bit has been designed by the esteemed softco. Incentive and uses their Firescape system to provide full perspective views of the Enigma's innards.

So, if you reckon you could put together a team of three 11-16 year olds to take on the Enigma challenge, Broadsword want to hear from you. Write for an application form to Broadsword TV Productions, Anglia TV, Anglia House, Norwich, NR1 3JG.

## IT'S SHOW-TIME!!

It's the PC Show time of the year again, and across the nation things are proceeding apace for this industry mega-event. Venue for the show is once again Earle Court, and Joe Public can get in on Saturday the 30th of September and Sunday the 1st of October, for the princely sum of 3.50.

Who's going to be there? Well, there's the whole mad-dog bunch of us for a start. Even Andrea 'The Knite' Walker has promised to be there, on the condition that she gets a separate booth to sell autographs and kisses from.

Amongst the main attractions will be the usual whopper of an Odeon stand, which is guaranteed to be packed with coin-ops. They'll be showing off their conversions of Chase HQ, Cebel and Operation Thunderbolt, as well as Balman (yay!), Beach Volleyball, Lost Patrol, Ivanhoe and F-29 Reflector (pre-viewed this reh).

Coin-op converters Activision are also planning to

pack their stand with recent arcade licenses. Expect to find (many of the following) Galaxy Force, Power Drift, Altered Beast and their two-lettered siblings, Atomic Robo Kid and Ninja Spirit - all on free play!

Coin-ops in large quantities will also be making an appearance on US Gold's stand. They were loathe to give away details, but a spokesperson promised that the stand design would be something very different - 'it'll be well worth visiting', they say.

Virgin Mastertronic are also planning a massive stand, with a 16-screen video wall on which they will be showing off their upcoming releases. As well as being able to check out the latest Sage game (and play the Super Monaco Grand Prix and Power Drift coin-ops), you should also be able to see the conversions of Shinobi, Ninja Warriors, Double Dragon II and Continental Circus.

## GAZZA'S FOOTAH

Who's this cheeky young son of a striker? Why, it's Paul 'Gazza' Gascoigne of course - star of Tottenham Hotspur FC and now of Empire's upcoming fooly game, which goes under the well-known title of Gazza's Super Soccer. Apparently, what distinguishes it from the multitude of similar games is the control method, which lets the player take free kicks and other set pieces as well as choose which team member he's controlling off the ball. A Bool-o-meter even gives you control over the spin your foot is applying to the ball! And in spite of all this, Empire claim the game's joystick control will be 'rather simple and intuitive'. Goodness! How will they manage it? Full story - next month.



# Saint & Greavsie

## The Ultimate Soccer Trivia Game

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SPECTRUM



ATARI ST



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Commodore Amiga screenshot

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Consumer Hot Line: 109223 747400

# EMILE

# REVIEWS INDEX

## THE RATINGS

When a game is reviewed, we give ratings for five different criteria:

### GRAPHICS

Does the game look good? Is the scrolling smooth? Are the sprites thick? Is the animation realistic? This mark covers all visual aspects of the game.

### SOUND

Sound and music that enhance a game are given high marks. The sound rating is low if the soundtrack or effects are inappropriate.

### VALUE

Here, we take into consideration the price of the game, the amount of entertainment it offers and the quality of the packaging. In other words, is it worth the money?

### PLAYABILITY

This tells you how addictive and enjoyable the game is - the higher the rating is, the more playable the game is.

### OVERALL

The most important rating of all. This is what we think of the game as a whole, taking into consideration all the other ratings. In short, how good the game really is.

## THE REVIEWERS

### JULIAN RIGNALL

C+VG's arcade player who lives for coin-op conversions, shoot 'em ups and arcade adventures.

### PAUL GLANCEY

He loves games requiring

brains, but doesn't mind the odd blaster.

### GORDON HOUGHTON

Ex-ZZAP! 64 Editor who loves games of all sorts, but blasters are tops in his house.



## REVIEWS

### SPECTRUM

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AAARGH	63
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### AMSTRAD

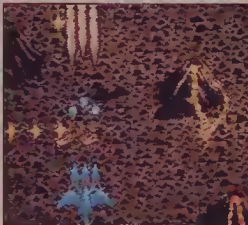
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## C+VG HIT! REVIEWS

### BATMAN 16

Ocean's game of the incredible Bat-film gets a HIT! review!

### SIM CITY 42

Create your very own City and watch it flourish in this amazing game from the States.

### MYTH 50

System 3's latest is a graphically stunning arcade adventure with a mythological theme.

### F15 II 56

This fabulous flight/combat simulator incorporates the most realistic 3D view ever seen!

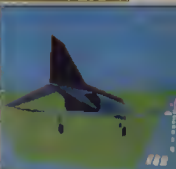
### BOMBER 86

Take to the skies and become Top Gun in this thrilling combat simulator.

### GHOULS 'N'

### GHOSTS 116

An incredible Megadrive conversion - it's arcade perfect.



## THE MARKS

### 85+

A C+VG HIT! An outstanding game that shouldn't be missed.

### 70-85

A very good game that missed out on a higher accolade due to minor discrepancies. Should definitely be tried, though.

### 55-69

Average to fairly good. Could still appeal to fans of the genre.

### 40-55

Below average to average. Generally a disappointment.

### 15-39

Generally a poor game that might not even appeal to the most ardent fans.

### 14-

Ugh! Binary sewage that's guaranteed to make your computer throw up.

ARTHUR	97
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Batman is surely one of THE biggest movies of all time. It's everywhere. And now you can even play the role of the caped crusader himself and battle the evil Joker in the dark and grimy streets of a computerised Gotham city!

Batman the Movie is Ocean's third Bat-game, the previous two being licensed from the DC comics. It follows the plot of the film very closely, with five levels adapted directly from scenes in the movie. The first level is a multidirectionally scrolling platform game set in the massive Axis chemical factory. The objective is to reach the end of the level and confront Jack Napier, the leader of the villains, and dispose of him.

Between you and him are a myriad of hazard-packed screens. Steam jets shoot out from broken pipes, acid drips from the ceiling and marauding baddies open fire with pistols all wear down Batman's energy, and he only has three bat lives.

Batman is armed with a batarang and batrope which he can fire at the roof and hoist himself up to the next screen, or use to swing across gaps in the factory floor. He can even fire at

at enemies and knock them out, rather than having to engage in a fist-fight at close range.

Level two puts you behind the wheel of the batmobile as you race down a heavily congested horizontally scrolling road and attempt to escape from the Joker's van. Every so often you have to take a sharp left turn by either slowing down and skidding around the bend, or by extending the bat-hook to catch a lamp post and swing you round the corner at top speed (timing is crucial for this move -

miss and you smash into the wall). Fail to turn when indicated and you crash into a police road block.

The third level is a mini puzzle game. The Joker has poisoned three household items,

▼ *Swinging through the Axis factory. Where's that Joker?*



▼ Dodging bullets on the bat-rope.



and you have one minute to work out which of the ten are deadly through a process of elimination, rather like the old board game, Mastermind.

Sort out the poison, and it's time to fly the Batwing. Gotham City carnival is in progress, but little do the onlookers know that the Joker has filled the balloons attached to the floats with nerve gas. Batman knows though and has to fly the Batwing down the scrolling main street and cut the balloon strings so that the balloons fly harmlessly away. Miss balloons, or run into them and energy is lost.

The final confrontation takes place in the Cathedral, which is a similar platform-type game to level one. Again the map is vast, and tracking down the Joker takes time, as well as a little cartography. I'm not going to tell you what you have to do at the end, 'cos that'll ruin the film if you haven't already seen it.

To be honest, Ocean could have produced a mediocre Bat-





## ▲ Meanwhile... in Gotham City...

game and it still would have sold well on the strength of the film alone. But they haven't. Batman is a superb game, and captures the atmosphere and excitement of the movie perfectly with five challenging levels.

The graphics and sound on both the Spectrum and C64 versions are excellent, and the gameplay is highly addictive with enough variety to satisfy the most demanding Batfans.

Batman is definitely the best film to be in yet - if you enjoyed the film, make sure you don't miss the game.

**JULIAN RIGNALL**

## SPECTRUM £9.99

GRAPHICS	88%
SOUND	85%
VALUE	88%
PLAYABILITY	92%

*A beautifully crafted film tie-in which fully captures the excitement and atmosphere of the movie.*

## OVERALL 92%

## C64 £9.99

*The same gameplay as the Spectrum, but with improved graphics and a brilliant, atmospheric soundtrack.*

## OVERALL 92%

## UPDATE

*The Amstrad version is coming along nicely, and will have the same gameplay as the Spectrum, but better music and graphics. The 16 bit versions are looking amazing - check them out in the previews section at the back of the mag.*

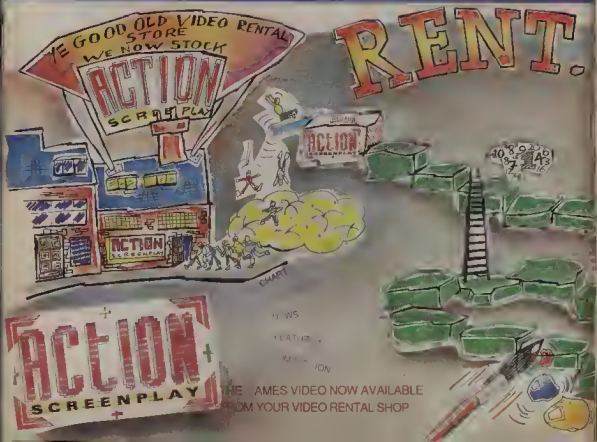
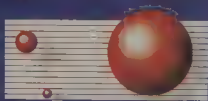
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# HISTORY IN THE MAKING

Release Date: 25th October



**24  
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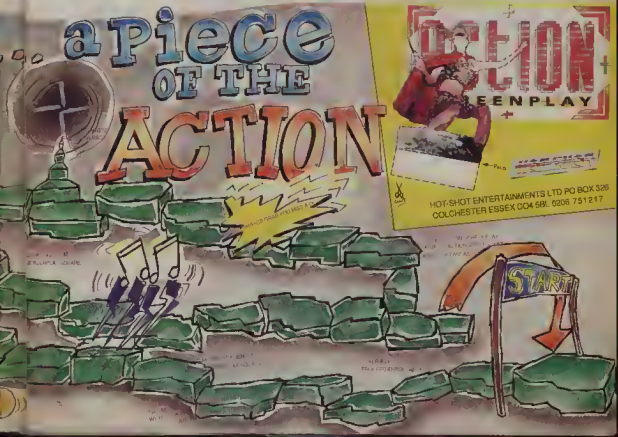
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# Mail Bag

OZONE  
INCOMPATIBLE!!

READ EM  
IN WEED  
CREEP!!!



By popular demand... YOB's Mailbag gets even bigger! Yea, since you readers are sending in so many letters, we thought it was only fair to expand the section to include even more of your stuff. If you've got anything interesting to say, be they questions, complaints, jokes, ally things, sensible things... or even have pics or cartoons, send 'em in to YOB'S MAILBAG, C+VG, PRIORY COURT, 30-32 FARRINGOON LANE, LONDON EC1R 3AU. There's a whopper bag of software and a T-shirt on offer for the best letter of the month, as well as mini goodie bags for the best of the rest... What are you waiting for - get writing. Or YOB'll smash your head in.

## COMPUTING ANIMALS SHOCK

Dear YOB, I am writing with some urgency and concern after reading the letter by the Oric user. This letter highlights the fact that many animals (especially the canine breeds) are getting involved in computing. Too many emails these days are turning into computer junkies. Let me point out some startling facts:

1. After the stock market crash, 4,000 dogs in New York alone were found dead below their perihouse windows after committing suicide. In most cases an

open Financial Times was found in their apartments.

2. Over 25% of dogs are hooked on computing, and as a result of this they are not going out, socialising or mating. This in turn is reducing the dog population dramatically, and lamp posts are drying up.
- I would like to offer some advice to pet owners:
- A. Never let your animal play the computer for more than 36 hours a week. Instead, encourage him to go in for water skiing, hockey and ice skating.
- B. Never feed him after midnight, or let him near water (WHOOPIE! wrong script)

So animal lovers, Be warned  
Bryan Masterson, RSPCA,  
Limenck Branch  
YOB: Don't worry. The men in white coats are on their way.

## IT'S NOT ACE

Dear YOB, I recently read a magazine different to C+VG (which is the best). It was the computer mag ACE, which is totally rubbish. It had a review of Sega's new game The Baseball. It was almost exactly the same as C+VG's and guess why? Julian (JAZ) Rignall reviewed it. He's a traitor, so get rid of him quick before ACE get to know about your mega ideas.

Matthew Rodway, Lichfield, Staffs

YOB: It was blackmail. Garry Williams, who is now Ad Manager on ACE, told Jaz that if he didn't do a couple of reviews for them, he'd come and sit on him. And since that's a fate worse than death, he just couldn't refuse...

## GO CARTING

Dear YOB, I own a Commodore 64 and an Alan 65XE. I was wondering if cartridges ever existed for the Commodore? If so why have I never seen them and why is there a cartridge slot out the back of the computer?

I also was wondering why there aren't very many games for the Atari 65XE

There are only a few software companies that cater for this computer like Zepplin, Atlantis and Bug Byte, which produce rubbish games anyway. Can you tell me why this is? Surely it isn't that unpopular. Can you print more information on the Alan 65XE? Socroch Clements Windsor, Berks

YOB: About seven games on cartridge were manufactured for the Commodore 64 when it first came out back in 1983, but since tapes are far cheaper and easier to produce, software houses opted for this media very soon after, and C64 cartridges never appeared again. The Atari 65XE is compatible with all normal Atari 8-bit computer software, and there's plenty of games available for it on both cartridge and tape. The best people to

speak to are Siffa Shop in Sidcup, Kent. Call them on 01 300 3399 and somebody should be able to help you track down some new games.

## KUNG-FU CRAZY

Dear YOB, 'Kung-fu Crazy - Shinobi'! Are the C+VG team, crazy? Saying Ninjas do kung-fu - aaargh! Ninjas do Ninjitsu from which the word Ninja comes from it takes no genius to work that out does it?

Julian Rignall said, "Shinobi a repertoire of kung-fu moves". He had better watch his words or he will find a shuriken embedded in his skull! Mind you, his MAO suggestions might come from playing Yie Ar Kung Fu which has Shuriken, Tonfas, Ninjadrums, etc in it. If so please tell me. If not he had better apologise (for the guys between Yie Ar Kung Fu) to me and Sagal Paul 'I've got to meditate or I'll go insane' S. Halifax West Yorkshire.

YOB: Come, come, Grasshopper. Julian used 'kung-fu' generically, since everyone understands what kung-fu is. If he started rabbiting on about Ninjitsu, nobody, apart from you Ninjas out there, would have understood what he was talking about.

## WRONG SHOTS

Dear YOB, In your last issue you had the Bombback II screen shot where the Infirra for screen shot should have been and vice versa (was this a secret comp?). Barry Allan, Ayrshire, Scotland.

YOB: Yea, it was a comp and you win a guilt-plated no-prize which will be teleported to you when teleporters are invented. Now go and do something more constructive...

## SEGA COMPATIBILITY

Dear YOB, I am writing to tell you that I am thinking of buying a 16 bit mega drive. But what I would really like to know is, can I use the Light Phaser and the 30 glassies on the new 16 bit mega drive, because me and many more of my mates would like to

know  
Damon Stuchbury, Horwich, Bolton

YOB: Well, you and many more of your mates will be disappointed to hear that you can't.

## DEFENDING EUROPE

Dear YOB, Regarding your suggestions in the July issue of the latest greatest, and abominably inane C+VG mag, I have decided to write to you and give you my strongest views about English programmers, so here goes:

1 Our software is usually the most original judging by the quality of other countries games

2 It's our programmers that set the standards

3 The Americans (with their 'hit ole games') don't even give us a run for our money (unless we're running away, that is!)

4 The Japanese really jolly good games, but unfortunately their characters (written ones) tend to get in the way, either on screen or in the instructions!

5 Mr Johnsen, Norway, deserves a smack across the legs for his insult to our chaps "Moron games", ha! It's people on the continent that ruin our software market by hacking and ripping us off like crazy!!

6 As for Europe, at least we don't come up with such little gems as Virus Construction Kit!

Maybe if we work together, the combined powers of British and European programmers would be used to create a "Eurogame", then look out Yankee!

James Padmore, Southwell, Nottinghamshire

YOB: I wouldn't say that UK stuff is the most original - look at all the licensed stuff out there - but UK programmers are certainly capable of producing excellent original games. Japanese software is great - their conventions are always a top-notch. You can't really put them down for occasionally using their own language in their games, can you? As for the hacking problem in Europe, I have very strong opinions on this. Pirates are the fast-talking curbunkle on the bot-

tom of the computer industry. It's illegal and it stinks, and there's nothing that can be said to justify it. Pirates write to me at their own risk...

## WHAT????

Dear YOB, I'll get straight to the point, why is it on every competition you never anywhere on the page print an address to send it to. So please could you print the address from now on  
P J Sturgess, Inthorpe, Northants

YOB: There is always an address on every competition page you twit. Perhaps if we printed it in braille, you'd be able to read it?

## AGE OF AQUARIUS

Dear C+VG, Since our last letter we have upgraded from the One and are now proud

owners of an Aquarius (which we found at our local church rummage sale) - a snip at 2500 including tape deck and five free games. The last owner, a dyslexic nun, told us how she learnt to spell on it with the help of its marvellous rubber keys. We are currently having trouble learning the subtle complexities of Aquarius BASIC as the FOR NEXT loop commands are causing us a great deal of bother. Perhaps the Aquarius owning public could help us out?

Anyroad, the reason we have written again is to complain about a letter from Mr James Clark (issue 93) concerning the lack of coverage of 'old' computers. We believe Mr Clark must be a complete no hoper not to have noticed the amount of cave-dwelling ZX81's still getting great enjoyment writing blockbuster

## DIY SUICIDE

Dear YOB, I'm writing in to tell you all you stockworthy C+VG readers about a few DIY projects to try on your micro, but before that I would like to congratulate Sir Olive on his best creation, the ZX81. Yea, you have to hand it to the man for producing a pathetic little box with a totally useless keyboard, memory capacity and black and white display. My first project works particularly well on this embarrassment for Sinclair (RIP)

**Project 1 - The Terminator**  
Have you heard of the box you put on the dash board of a car that makes noises to help 'lunatic' drivers pretend they're blasting the crap out of the car in front in a traffic hold-up? Well here it is for the home micro; but this one not only helps you pretend that you're nailing up the computer it actually does it for you - enjoyment and stress relief! All you need for this invention is a some wire and a switch. Cut the wire into two and put a bit on either side of the switch. Simply connect one wire to the live terminal of a mains outlet and the other to a mains outlet and the power to the computer. When you get really pissed off with a game, just press the switch. Smoke will come from the user port, and in a few seconds the computer will explode, hurling little bits of black plastic all over the room.

**Project 2 - The Cheat Machine**  
This amazing idea will give you infinite anything you want in any game. All you need is a small hammer, preferably one with a six inch wooden shaft and a small screwdriver. While loading a game, use the screwdriver to remove the keyboard. When the game has loaded, repeatedly strike the terminals of the computer until something dramatic starts to happen, hopefully infinite lives or time etc. I would like out that this project has not yet been perfected, and may not work first time, especially if you can't remove the keyboard, but if this problem occurs, simply haul the computer at a wall, preferably a brick one, as this has the same effect as using a hammer. Well, all I have left to say is that C+VG is a sparkling good mag, and if anyone wants to donate a computer for research purposes I will be happy to accept.

Richard Head, Paisley, Renfrewshire

YOB: Well, Dick Head, it certainly looks like you can give a computer a darn good POKEing, but research must be very machine-expensive. Have any of your other readers got useful hints and tips like these. If you have, please write in - there's a T-shirt and software on offer for the best tips printed!



games in its 1K RAM

Another point Mr Clock brings to light is the price of computer software. In our part of the county, people who cannot afford such necessities as computer software get something called a JOB, but this idea obviously hasn't caught on in South Yorkshire So, Mr Ceck, stop whinging and filling this magazine with useless letters - that wasted paper would have no doubt come in handy in some Third World Country.

Moving on from Mr Cerp's effort, we have just finished writing a wholly original game for the Aquarius called Space Invaders and would like to offer an exclusive tip to C+VG 1. There IS cheat mode. You can advance a level simply by shooting all of the aliens (in any order)

We are extremely worried about the SCA Virus. Can it spread to the Aquarius? Yode thinks he has caught it after sharing a keyboard with someone from San Francisco. Is Lemsup a possible cure? Please answer to these questions as it is extremely difficult to program with a condom stretched over your hands

We think that the bug report idea is Tres Bien (as us German speakers would say) and have spotted a very serious programming fault in the Amiga version of Barbarian - by Palace. We found out that in the event of a power failure you lose all your lives and the game must be reloaded. I wonder how many of your other readers have spotted this bug?

Thank you for reading this important document.  
Darth Vader and Yode of

TAC - The Aquarius Club  
Wilham, Essex

YOB: Letter of the month and no mistake. Just like my belly button, I'm at a loss for words. Seven tone of Aquarius software and two stonking fab C+VG T-shirts are on their way. Please write again soon... and may the force be with you.

### SUPERNATURAL?

Dear YOB, How come when I buy a game and then I get C+VG it either reviews it or its in the charts? Do we have some psychic link from my Amstrad to your stonking great mag?

Dave, Boston, Lincolnshire

YOB: Yes, it's one of those completely and utterly perplexing phenomena that will never, ever be explained.

### AN OAP 'OPES

Dear YOB, I hope you don't mind if I call you "Master YOB", deane, but YOB or YOBBO makes you sound like one of the nasty skin-heads you see at a London tube station

Anyway, I've got one of them console things, a SEGA whaisit, to play when I'm not in me orchard growing apples. Well I was wondering, you being an expert and all that, if you could give me some advice. I suppose you think I'm a mad old woman, and the only advice I need is psychiatric, but please tell what you think are the best five games to buy for me console?

By the way I think the way to treat young Garry Williams is unfair. You've even got me

grandson Albert teasing him. The other day he said to me "Granny, if Garry Williams from C+VG gets any fatter, the police could use him as a road block"

Now if kind old Albert can tease our Gerry anyone can, so this must stop! I place a shilling bet that next month some cruel person will make a joke about his plumpness. Lots of love,

Granny Smith (who prefers to play her SEGA, than grow green apples)

YOB: Well, Gran, I think California Games, R-Type, Galaxy Force II, Shinobi are all great - although I'm sure that others would disagree. And the Sega certainly does beat Apple!

### FRUITY INTERFACE

Dear YOB, You'll be pleased to know that I'm not going to start off by begging you for a C+VG T-Shirt - a Thunder-blade arcade machine will do! Now, seriously, I would like you to answer a fairly technical question - if I connected a Spectrum up with a pumpkin would it be compatible with SEGA games, or is there something else needed? Oh, and does the pumpkin have to be ripe?

Jeson Wheelhouse, Sheffield  
YOB: What you need is a

large demon plugged between the pumpkin and the Spectrum, and it'll be completely Sega compatible. To make it Megadrive compatible, you have to plug a ripe aubergine into the top, and POKE the Spectrum's BUS I/O RAMTOP locations 65535 and 65576. It's very easy.

### GET LOST...

Dear YOB, I'm a rock hard punk so send me a C+VG T-Shirt or else. George Heenan, Holystone, Tyne and Wear. YOB: Rock hard punk? Shove off you girlie nancy, before I flatten your hair with a Doc Merten.

### SUPER NO-NO

Dear YOB, Could you please tell me if Super Mario Brothers has been released for the Commodore 64? If not, could you tell me if it will be released in the near future? I will be very grateful for your help

Robert Hannah, Anfield, Liverpool

YOB: No and no.

### EMPTY VESSELS

Dear YOB,

Ok, we've had enough of Jaz Rignall bragging about his knowledge of consoles and coin-ops, so let's suss him out. In the August issue of C+VG in the review of Twin Hell, Julien Rignall says that it's a conversion of Taiko's Twin Hell, when it's actually Twin Cobra. He! Hal! Now someone can hopefully try to suss me out on my brilliant knowledge of coin-ops. Robert O'Keefe, Worcs

YOB: Jaz informs me that Twin Cobra was originally called Twin Hell, and is exactly the same game - you can find some versions of the game with the original Japanese Twin Hell name, but they are rare. Feeling stupid now?

THE  
YOB

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ARMY 11. SCREENS PHOTO SHOWN



ACTIVISION

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**T**his is the second of our PC Engine phone-in competitions in which you can win a fabulous PC Engine, kindly supplied by the PC Engine specialists, PC Engine Service.

It's exactly the same competition as last month, so dial the number and listen to the instructions and you could soon be on your way to winning that fabulous Mean Machine!

## LINE TWO

☎ 0898 555 537

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**J**ust dial the number, listen to the instructions, answer the three simple questions and you could win yourself £150.00 worth of games for your machine, whether it's a Spectrum, Amstrad C64, ST or Amiga. It couldn't be simpler.

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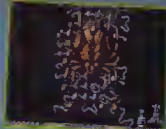
### STRIDER LINE

**W**oooo-woeeel! Thirty copies of US Gold's amazing Strider are up for grabs on this phone line! Just punch up that number, listen to the instructions, answer the questions and a copy of one of the hottest games so far this year could be yours.

IF YOU'RE UNDER EIGHTEEN, MAKE SURE YOU ASK YOUR PARENT'S PERMISSION BEFORE YOU DIAL.



# THE HOLO PREVIEWS



**W**hich hologram did you get? Was it Xenon II. Or was it Interphase? Or are you an ultra-cool holo-collector who's got both of them?

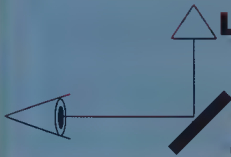
Well, whichever ones you've got, here's the best way to display them. First of all, stick them in the Holobook - this way you won't get any light creeping in behind the image and the 3D effect won't be impaired.

Now find a direct light source - sunlight is pretty good, as are bright light bulbs (but not the frosted white ones). Forget neon

lights, or areas where there's no direct light - your Holopreview won't be shown to its best effect.

Hold the holo at a 45 degree angle to the light, and move it left and right, and you get the full 3D animated effect - the following diagram shows how.

**C+VG IS ON SALE ON THE 16TH OF EACH MONTH - DON'T MISS 'EM.**



**LIGHT SOURCE**

**HOLD HOLOPREVIEW AT 45° TO LIGHT SOURCE**

## WHAT'S TO COME

**T**here'll be a Holopreview FREE on the cover of the next three copies of C+VG, and like this month there'll be two to collect.

- In November we're proud to present the Power Drift Holopreviews. One will feature action from the actual game, while the second will feature Jason, the character which actually drives the Power Drift car. They're looking great!

- December sees the amazing Ghostbusters II Holopreviews. See the film, then catch a glimpse of what Activision's game-of-the-movie will look like. They're going to be big - so make sure you either reserve a copy of the mag, or get down to the shop quick before they sell out!

- And finally in the January edition of C+VG there'll be Holopreviews of two of the biggest Christmas arcade conversions, Operation Thunderbolt and Chasa HO. These, we're promised, will be spectacular!

2005.5.14

Source: IBM Corp.

## SHOT



## RAINBOW

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# PLAYMASTERS

Here we go again, with another Playmaster: a mega-section bulging with a great pile of hints and tips. Amongst this month's goodies is a special section on the brilliant arcade racing game Winning Run, which explains in-depth how to achieve record-breaking times!

If you've got any hints, tips, cheats or maps, send them to me at: **PLAYMASTERS**, C+VG, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON EC1R 3AU. There's a top monthly prize of over £100.00 of software



for the sender of the best tips of the month. This month Kenneth Hendry of Middx gets the goodies. So why not get writing? Next month all that lovely software could be yours...

## ST NIGHT HUNTER

Okay all you creatures of the night. If Van Helsing and his 'orrible mob of do-gooders are causing you lots of hassle, read the following advice from Nino Amoroso...

- Only keys open doors, not scrolls
- Try and pick up a scroll last unless you want Van Helsing chasing you for a long distance
- Kill Van Helsing stay at the edge of the screen and keep pressing fire. He eventually dies and you get lots of points
- Remember, an extra life is awarded every 50,000 points
- Always stay behind Van Helsing, the only throw a stake when facing you
- Try and avoid witches over water as they can turn you back from a bat to Dracula and kill you
- Make sure you have

enough energy before flying over big areas of water

- The best way to amount points and energy is to stay at the edge of the screen and press fire
- The crypts can only be entered in the morning. Listen out for the bird song which tells you it's alright to enter
- Avoid archers, especially if Van Helsing is around - you can crouch and they won't harm you. It's best to fly over them
- Don't use the Werewolf mode. If you're hit you change back to Dracula
- Avoid eagles by jumping or turning into a bat. If plucked - p... you can sometimes escape by wiggling the joystick
- Avoid greycoats with blades - one hit from them and you're dead! Fly over them or go to edge of screen and attack them!
- Nurses with crosses are best dealt with by going to next screen and waiting on the edge of screen (crosses sap energy)
- Keep your eyes peeled! Red keys can sometimes be hard to see on red backgrounds

● Keys can be found anywhere!

● Try and walk over bridges to collect keys as a bat can not land to collect!

## AMIGA FORGOTTEN WORLDS

Here's a quick & easy tip for the ill-fated Amiga blaster. On the title screen, type ARC then hit HELP. Now press S for next shop and N for next level.

## THUNDER-BLADE

If you need a bit of extra help on this Sega conversion, try out this easy-to-operate tip. On the high score table type CRASH and you can skip levels by pressing HELP. Couldn't be simpler, eh?

## FALCON

Falcon is a cheat very much needed when they're in the midst of battle. Just press F, H, FT and CONTR. You'll be eased afterburner, eight sidewinders and a laser machine. I don't know whether this cheat

works on the Mission Disks but I suppose there's no harm lying

## AFTERBURNER

Fly to the top left of the screen to avoid incoming missiles. Slow down on Levels 8 and 17 to avoid locks, and go full speed to dodge into red missiles

## ARKANOID II

When all your lives are lost and the title screen comes on, hit the APS LOCK and type MAGENTA. Press S while playing to open the gates to finish the level. Another cheat can be activated by pressing CAPS LOCK and the typing DALEY when the title screen appears

## AMSTRAD

## BARBARIAN

The best way to kill some of the later warriors is by doing a combination of neck chops and the web of death. Only try to chop their heads off on the first two levels. On level seven use the overhead chop. Roll into Diarr to kill him



# GAME TIPS WINNING RUN

One of the hottest arcade racing games of the moment is Namco's Winning Run. It uses filled-3D graphics in spectacular fashion to make it one of the most thrilling race experiences outside of Brands Hatch. Julian Rignall has the low-down on how best to race.



## DRIVING

**1** Listen to the engine and keep an eye on the rev counter. This might sound basic stuff, but it's important to keep the car highly revved - it accelerates very slowly if revs are low and other cars will whizz past you. Changing gears correctly can shave seconds off your time!

## THE CARS

At the start of the game you get the choice of two vehicles, the three-speed car, and the five-speed technical machine.

## THREE SPEED

This is recommended to new-comers. It's less powerful than the five-speed but is far easier to drive. It's virtually impossible to spin it (unless you're a really bad driver), and you can take virtually all the corners at top speed.

## FIVE SPEED

This is actually a simulation

of a real racing car, so as you can imagine, it's very tricky to drive. The extra power means that unless you're a proficient driver, you'll find yourself spinning off on every corner. In the race itself, there are sixteen other cars to drive against, and they're all pretty hot stuff!

## DRIVING

Listen to the engine and keep an eye on the rev counter. This might sound basic stuff, but it's important to keep the car highly revved - it accelerates very slowly if revs are low and other cars will whizz past you. Changing gears correctly can shave seconds off your time!



**3** Race through the tunnel at top speed and keep the steering wheel straight - it's easy to bash the walls and slow the car down.



**2** The first corner. With three speed take this in third at full lock, slide around the corner and straighten as soon as you're out of the bend. With technical, change down to third, up to fourth through the bend and to fifth as soon as you're straight. If you feel the car sliding, countersteer.



**4** Here, aim to clip the right hand kerb, and use the whole width of the course to take the bend. Three-speed, take at full wheel; five-speed, change to third, fourth through the corner, and fifth as you exit the bend, and bell up the hill under the Narnco tyre at top speed.



**5** The next bend is deceptively sharp. With three-speed use full lock early to whizz round the bend at top speed without changing down - make sure you just clip the left hand kerb and you'll exit the corner on the right hand side of the track at top speed. With five-speed, change to third, then use full lock and slide through the bend, countersteering if you feel the back wheels going. Change to fourth just as you get straight, and to fifth when revs are high.

**7** Race under the tunnel and head for the last bend. With three-speed corner so you just miss the wall on the left and you'll be catapulted through the bend onto the final straight without losing speed. On five-speed, change to fourth and slide through the bend using countersteering to keep the car straight. Change up to fifth when revs are high enough.

**6** On both cars, race for the sharp bend at top speed. This is the most difficult corner on the track, and you should change down to second at the last moment and use full lock. You'll hit the wall on the left, but will have enough speed to be able to accelerate away at speed. Change up the gears as quickly as possible if you muck up and hit the wall twice, change quickly to first, then up as soon as revs are high enough - you've got to move fast or seconds will be lost.



**8** On the final straight keep your foot to the floor and pass as many cars as possible. If traffic is heavy, or you just want to pose you can drift right and race down the pit lane at top speed. If you do, make sure you keep the steering wheel straight or you'll hit the sides of this narrow road and all your speed will be lost.

# GAME TIPS

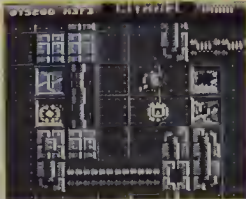
## C64 CITADEL

Kenneth Henry of Enfield in Middlesex has some really neat tips for players of this brilliant C64 blaster. Read 'em and conquer all eight levels.

### GENERAL TIPS

Know your enemy! Keep a list of the enemies written down, or make sure you have memorised the characteristics of your adversaries by skipping through them on the attract mode. Learning how to trick and kill certain types of enemy will save time and lives, eg approaching a horizontally firing object diagonally and vice-versa. This won't work with 8-directional objects as they tend to shoot whenever the Monitor moves, so attack from a distance - bullets cover a three-square distance so use the space to your advantage. Practice the art of getting within two squares of a hostile and then gliding away, firing back at the target.

Try not to leave yourself in a diagonal trap by either static guns or Destroyers. Mobiles have to be killed quickly and efficiently, and that means a stealthy approach to lighting. Don't hang around an area after clearing a screen of mobiles.



### WEAPONRY

In my opinion, the best weapons system is burst fire, even though it costs the most energy (four units). That is compensated for by an adjacent energy pod on earlier levels, but on cities like Hazard, equipment pods are not grouped together as often, so you need to map out their position mentally, so that even if you don't pick them up upon discovery, they can be captured later. Burst fire also runs out faster than other weapons - so once it is acquired, only fire single select shots to make the weapon last.

### KILL OR CAPTURE?

Well, that depends on your energy level, the type of mobile, its speed (ie whether there is time to aim the cap-

ture probe), and finally how much energy the mobile takes to capture and how many shields the mobile itself will have upon capture. A mobile in control of helps when Monitor is boxed in as it moves freely around you and rams the nearest enemies. When you intend to use a captured mobile as a shield, ram your (slower) enemies first, as shooting them causes the dying mobile/emplacement to fire a last shot which causes an extra hit on your shield (or you). Captured mobiles are quite helpful (but not essential) for killing Dropper mobiles and Destroyers, and for knocking out Stepper and turret guns.

### WHICH IS BEST?

As for which mobiles to capture, Watchers are a pointless choice while Destroyers are a waste of energy. I normally capture the slower mobiles like Stunners, Diagonals and Blockers. Only capture mobiles like Droppers and Aggressors in tight situations with a high energy level. Only capture Assessors (if at all) from a distance, and have the capture probe ready. Only capture static guns when they are either peered up or on single-space corridors and the static gun blocks the way through. If you do that, remember the same gun will be there on your return. Static emplacement capture costs one to four energy units.

### SAVE ENERGY

One ingenious way to save energy is when a high-level weapon and an energy pod are next to each other. Grab the pod (if low on energy) and then the weapon in turn. The energy gauge will drop but then continues to recharge. The same thing happens when Monitor is hit by bullets or is rammed while recharging.

### SHIELD

Once you've used a captured mobile as a shield, lock it in position so it will keep up and not go off screen where it will be lost and your energy wasted. Try not to lock it in a diagonal position relative to Monitor as you'll find it hard to go through the gap after switching off a beam. The other reason for locking is for safe transport (if a moving shield-mobile is more than one square away from a lift shaft, it will also be lost, and your energy wasted).

### VOID CITY

On the Void City, kill anything within range when you've emerged from a lift shaft. The parting shot from a Stunner or Stepper gun can kill if you're low on energy and trying to escape. So don't run so readily - shoot first!

In the chambers, I recommend locking mobiles as soon as they are captured, as they can easily lag behind you and get zapped by the "freedom" beams. Turn up the volume of the TV to listen for the city's "heartbeat" which emanates for about three seconds as the beams flash, and then an approximate two-second break allowing safe passage through for Monitor and its locked mobile. Make the city work for you in this level and guide chasing aliens into the beams.

Don't hang around traps letting whole squads of mobiles emerge - it's better to just pause the game to prevent a Destroyer appearing. If a whole crowd of Watchers appear it's irritating and anything else is dangerous. Even if you don't fire, once Monitor moves, the mobile group will have the firepower to pound you with one collective shot.



# TERRY'S BIG ADVENTURE



erry's Big Adventure is a one player, left to right, smooth scrolling, jump and run game with superb music, sound effects and excellent graphics.

Terry is a small, energetic character who is an expert with a yo-yo. His adventure takes him through 12 levels where he encounters numerous obstacles such as hedgehogs, snails, bridges, rivers and poisonous mushrooms that pop up at the least expected moment! Armed with his yo-yo or rocks, Terry must slay the enemies to be able to continue on his adventure.

Included in the game are hidden bonus levels, extra lives to gain, and objects to find to increase time.

Very compulsive arcade gameplay.

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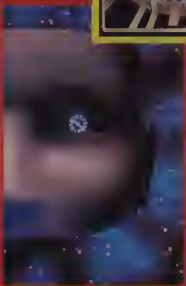
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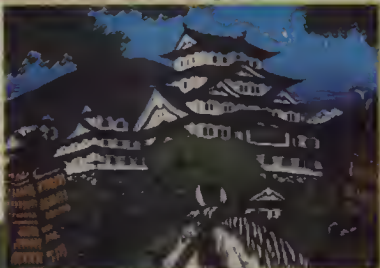


## LORDS OF THE RISING SUN

If you're a new player of this fine Cinemaware strategy game, you should find the following tips from Andrew McGerrigle of Maxborough, S Yorks very useful in your attempt to establish a dynasty.

### CHOOSE YOUR CHARACTER

Sunshisune gets you used to the strategy of the game, so it's best to play him first. Yoro-



lomo has better arcade skills, but unless you're a strategy buff who's rubbish at arcade games you don't really need to choose him.

### STARTING OFF

Under no circumstances should you try and take the centre-west or the two islands off Japan or it will be very difficult to get anywhere in the game. You should instead concentrate on the eastern castles first. You shouldn't have too much difficulty, as these castles fall very easily at the beginning of the game.

### RECRUITING

The next thing to do is try and recruit more men, especially from the White Ronin. Just try and make sure your army is virtually at full strength. If you're lucky he may think your army is too strong for him and he may join you. If the White Ronin wishes to pass unhindered let him, because he's no real threat to your armies and lands (just yell).

### WHAT NEXT?

As you have been taking the eastern half of Japan your brother Yoritomo will have

been causing havoc in and around Central Japan, so rest all one of your castles and resupply with men and health. Then go to your brother, Yoro-lomo and have a battle. With a little luck Yoritomo will be killed. At this point you inherit your dead brother's lands and generals. If you don't succeed, keep trying. Now you can start to take the rest of Japan.

### BATTLE TACTICS

Remember to always check your siege skills before taking any castles and if you can transfer skills with another

one of your generals. Do the same for sword skills (for encounters on land) and bow skills (for defending your castles). Always remember, there's safety in numbers, so if you manage to get five or six generals in your army it can be a big advantage to parry them off. When you have managed to take the mainland, make a couple of visits to the Emperor at Koyoto where he will first give you the sacred scroll, and then the sacred sword.

### ENCOUNTERS

Around this time it is important to keep an eye on the encounter screen. Because your enemies know that they're under threat from you and your armies, so they will send Ninjas to try and kill you. When you see this message press the left mouse button as quickly as possible and with a bit of luck, the offending general will commit seppuku. The next thing to do is take the remaining two islands and the last four castles. First send one of your generals to Nagoya, one to Aikawa and one to Matsue. This will stop your enemies from resupplying when they retreat. When you finally take the last castle, the Minemoto Victory Banner will be raised and you will become Shogun.

# GAME TIPS

## WAR IN MIDDLE EARTH

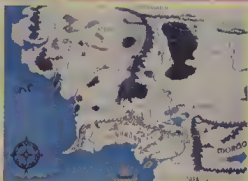
Calling all Hobbits! Paul Lem from Kingston-Upon-Thames in Surrey has some very useful tips for players of this great Tolkien tie-in from Melbourne House. It works on the ST, and I can't see any reason why it won't work on any other versions of the game.

### OBJECT LOCATION MAP CO-ORDINATES

Black flask South of Mount Gram B5  
Mithril mail South of Mount Gram B5  
Red Arrow South of Mount Gram B5  
Golden Sceptre West of Annuminas B3  
Black flask Fortend C2  
Black flask Tuckbrough C3  
Elven Blade Tom Bombadil House C4  
Coil of rope Lonen C5  
Glowing Vial Lonen C5  
Elven cloak Lonen C5  
Silver Orb East of Mount Gundabad A5  
Dwarven hammer North of Erebor B7  
Gnarled staff East of Buckland C4  
Palentir South of Forland C2  
Mithril mail Belegost B2  
Mithril mail Rivendell B5  
Blue healing potion North of White Towers C3  
Blue healing potion Grey Havens C3  
Blue healing potion Michel Delving C3  
Blue healing potion By River Isen E14  
An ancient sword Ost In-Ethid D4  
Glowing Vial By river Isen D4

### WHAT TO DO

First you should go to Buckland where you meet Merry. Join Merry to the fellowship for more protection for Frodo. From Buckland you should now pick up a few objects as most of them are quite close to each other. It is wise to spread out the black flasks and healing potions.



Now go to Rivendell to see Gandalf. When you get there Gandalf and some other men, dwarves and elves should have joined you to aid Frodo in his quest. Here, pick up the Mahari Mail and give Gandalf the Gnarled Staff, because with this he is more powerful.

### IMPORTANT OBJECTS

The Golden Sceptre  
The Red Arrow  
The Silver Orb

If you present The Red Arrow to King Theoden Rohan at his palace, Edoras will mobilise the Riders of the Mark. If you present the Silver Orb to Thranduil at his palace, the elves will mobilise. If you present the Golden Sceptre to Denethor, Minas Tirith will also mobilise.

To present them with these objects, you have to be on the animated level. Click on the person who has the object and click on the provisions icon. Choose an object, then choose the correct object that you are going to present them with. They will say something and then mobilise.

### DEFENDING TIPS


If Sauron's forces take over three of the good major strongholds, you lose. The five strongholds are:

MAP CO-ORDINATES  
Edoras E5  
Hornburg E5  
Thranduil Palace B7  
Lonen C5  
Minas Tirith E6

If you fight from a stronghold your troops will kill more attackers. Minas Tirith is the major stronghold and the enemy just keep on pouring in, so it is good to have a lot of troops there. There are also a lot of forces scattered around, so send these forces to help out at other strongholds before the Dark Lord's armies take them. While the troops are defending the fellowship should be near Mount Doom and can slip past into Mount Doom. It may be necessary to join forces with some troops in case you have to fight before you get to Mount Doom.

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## THUNDER-BIRDS

**FIVE! FOUR! THREE! TWO! ONE!** Thunderbirds are go... Well, they are when you use the following hints from Simon and Ben Utley from Harrow in Middlesex. These tips are for the Amstrad version, but since the game is the same on all formats, you should be able to use them no matter which machine you own.

### EQUIPMENT

#### MISSION 1

**ALAN** - lamp and oil can  
**BRAINS** - torch and anything else

#### MISSION 2

**GORDON** - aqualung and American Express  
**ALAN** - aqualung and radiation pills

#### MISSION 3

**LADY PENELOPE** - sleep spray and anything  
**PARKER** - mouse and stethoscope

#### MISSION 4

**VIRGIL** - shades and gun  
**SCOTT** - shades and superglue

#### MISSION 1

Get Brains to go up in the lift. Turn off the pump with the spanner and then get the dynamite. (The lift goes up and down). Carry on until you find an impassable rock with explosives in it. Drop the plunger and get the fuse. Go



back to the rock and hold the fuse and plunger at the same time and press fire. Run past the rock and carry on until you reach the mine. Make Alan pick up the ladder and place it across the gap where it says warning. Pick up the other object (the light or the oil) carry on until you find an old cart and oil the wheels. Push it across the gap on the next screen and walk over. When you've done that find the drill and the compressed air and hold them at the same time. When you walk past a computer you switch on the drill and drill through the barrier to find Brains and the mine. Now get Brains back to the Mole.

#### MISSION 2

Take Alan left and up from Thunderbird 4 and use the pills when you see the Captain who will give you a blue card. Get Gordon to find the pills which are found by going left, down and right. Use the

pills. Carry on right until you can go down. Go down and carry on right until you find two computers with B and V on them. Guide Alan there and put both characters in front of the B computer. Use the American Express card to shut off the reactor and replace the sub by using Alan and Gordon to bail all the water out.

#### MISSION 3

You have to find four keys to open the vault. The first one is in the room with all the filing cabinets. Get Lady Penelope and Parker there and move Parker about so that the cabinets open. Move Lady P in front of them and press fire. Do this until you find a key. Get Lady P in front of the second lift and go down with Parker who has to

move a trolley into the lift. The second key is on the fourth floor under the desk. Go up to floor six and use the mouse to hit the control panel and turn off the gun. Go down, down, stay on the ladder until the guard goes past and go left three times and up twice. Use the stethoscope on the safe and pick up the key. Drop the mouse and go down until you arrive at the basement. Go left and pick up the other key. Go up until you find six rings. You must change the order so that they are like this from left to right:

#### NUUNN

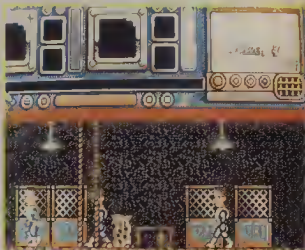
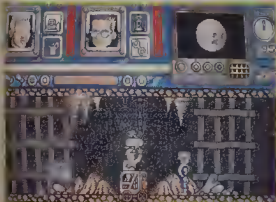
Switch to Lady P and go right when the guard has gone past. Go down until you find another six rings. Change them so they look like this:

#### NUNNUU

Go left and when you reach the safe and the cabinets, put two keys in one of the cabinets (it doesn't matter which but make sure it's the same one) and pick up the documents to finish the mission.

#### MISSION 4

I won't give too much away, but don't kill the guard - use the glue. Use the gun three times in the force field room. You have to go down in the piano by using a key and some music. Check out the bedside drawers.



# HIGH SCORES

Here's the gathering place for Britain's best video game players - The Official UK Computer Highscore Table. Scores are continuing to pour in as players jostle for the top positions in the record tables. If you've got some hot highscores put 'em on a postcard or on the back of a sealed-down envelope (NOT INSIDE THE ENVELOPE) and send them to: **UK HIGH-SCORE TABLE, C+VG, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU.** All top scores are included in the table to give you the definitive high-score reference table.

## SEGA

### ACTION FIGHTER

1,096,930 Paul Stokes, Aberdare, Wales

### AFTERBURNER

8,676,300 Paul Cayzer, Widnes

### ALEX KIDD (LOST STARS)

110,600 Peter Ramdine, Stafford

### ALTERED BEAST

483,500 Christian Circou, Chessington

### ASTRO WARRIOR

1,125,400 Paul Cayzer, Widnes

### AZTEC ADVENTURE

256,400 Peter Ramdine, Stafford

### BANK PANIC

802,850 Sherif Salama, Egypt

### BLACK BELT

1,040,700 Thomas Jones, Farnham

### BOMBER RAID

802,700 Jason Mara, London

### CNOPLIFTER

861,000 David Barden, Norwich

### DOUBLE DRAGON

481,600 David Barden, Norwich

### FANTASY ZONE

72,865,100 Peter Ramdine, Stafford

### PANTASY ZONE II

9,541,980 Jon Evans, Walsall

### GANGSTER TOWN

154,050 Jonathan Dusheiko, Pinner, Middx

### GLOBAL DEFENCE

541,160 Anthony Houlit, Walsall

### GHST HDUSE

272,850 Owen Slater, Kirkby-in-Ashfield

### NANG-DN

4,725,410 Simon Fletcher, Stoke

### KENSEIDEN

118,100 P Hudd, Stroud, Glos

### MY HERO

11,773,030 Sean Hanna, Newry, Co Down

### OUT RUN

53,730,420 Allan Black, Desborough, N Hants

### POWER STRIKE

65,242,300 Paul Stokes, Aberdare, Wales

### QUARANT

2,894,010 Jon Evans, Walsall, W Mids

### RAMBO III

80,400 David Richardson, Melrose, Scotland

### RAMPAGE

851,600 David Barden, Norwich

### RASTAN

381,000 Nicholas Ball, Stoke-on-Trent

### RESCUE MISSION

571,400 Paul Stokes, Aberdare, Wales

### R-TYPE

2,207,400 Simon Kidson, Petersfield

### SECRET COMMAND

3,285,400 Paul Stokes, Aberdare, Wales

### SNINDBI

957,740 Graeme Little, Carlisle

### SPACE HARRIER

29,998,720 Jon Evans, Walsall, W Mids

### SPACE HARRIER 3D

12,035,670 Allan Black, Desborough, N Hants

### THUNDERBLADE

2,594,000 Owen Slater, Kirkby-in-Ashfield

### VIGILANTE

122,300 Steven Evans, Southsea

## WONDERBOY (MONSTERLAND)

7,657,180 William Wong, Chapel, Stockport

## ZILLION II

376,300 Andre Fry, Eastbourne

## MEGADRIVE

### ALTERED BEAST

2,209,900 Joel Cullen, Hants

### SPACE HARRIER

20,815,100 Steve Creasey, Dorking

### THUNDERFORCE

1,099,100 Julian Rignall, C+VG

## NINTENDO

### CASTLEVANIA

999,999 Lee Watkins, Bristol

### DUCK HUNT

1,058,500 Aaron Pearson, Forth

### ICE CLIMBER

671,350 Paul Stokes, Aberdare

### KUNG-FU

854,300 Paul Stokes, Aberdare

### GRADIUS

12,670,000 Julian Rignall, C+VG

### PRD-AM RACING

265,388 Mike Carless, Exeter

### SUPER MARO BROS

9,999,990 David Hillhouse, Workington

### TOP GUN

151,000 Leigh Baigent, London

## PC ENGINE

### ALIEN CRUSH

79,080,400 Onn Lee, Nottingham

### CHAN AND CHAN

869,250 Jeff Lewis, Birmingham

### DRUNKEN MASTER

999,999 Tony Lorenzo, London

### DRAGON SPIRIT

640,000 Robert Zangerle, London

### FANTASY ZONE

124,300 Duncan Terrett, Cheltenham, Glos

### GALAGA 88

1,319,740 Julian Rignall, C+VG

### GUNHEAD

3,985,400 Julian Rignall, C+VG

### LEGENDARY AXE

3,676,260 Dave Rose, Boreham Wood

### R-TYPE

973,300 Onn Lee, Nottingham

### PAFLAND

1,100,900 Julian Rignall, C+VG

### SON SON II

208,300 Dave Rose, Boreham Wood

### SPACE HARRIER

26,850,000 Martin Harris, Bur-

ton-on-Trent

### TWIN HELI

936,700 Julian Rignall, C+VG

### VIGILANTE

18,520 Duncan Terrett, Cheltenham, Glos

## C64

### ARKANDID

357,400 Brian O'Dowd, N Ireland

### ARMALYTE

30,367,400 Danny Gleghorn, Workop

### BOMBZAL

117,330 Stig Serjensen, Herning, Denmark

### BLASTERDIDS

1,244,650 Richard Wyatt, Poncy-cymer, S Wales

### BUBBLE BOBBLE

4,000,150 Richard Wyatt, Poncy-cymer, S Wales

### DALEY TNDMSDN'S CHALLENGE

10,670 Tony Repo, Helsinki

### DENARIS

173,000 Niko Rissanen, Finland

### DRAGON NINJA

81,225 Jukka Piira, Finland

### GREAT GIANNA SISTERS

101,010 Jukka Piira, Finland

### IK+

308,000 Roberto Sparkalede, Hoffand

### LAST NINJA II

999,810 Tim Pickup, Darwen, Lancs

### HICKEY MOUSE

567,650 Daniel King, Manchester

### OPERATION WOLF

927,500 Jukka Piira, Finland

### PACHANIA

768,410 Daniel King, Manchester

### RENEGADE III

79,995 Jukka Piira, Finland

# HIGH SCORES



## R-TYPE

424,640 Jason Haynes, Victoria, Australia  
**SALAMANDER**  
 240,900 K Mackay, Marsa, Malta  
**SILKWORM**  
 B12,500 Dean James, W Bromwich, W Mids  
**TNUNOERBLADE**  
 1,400,000 Brian O Dowd, N Ireland

## ST

**AFTERBURNER**  
 31,540,000 Louis Moloney, Birmingham  
**ALIEN SYNDROME**  
 936,800 Andrew Stamp, Portsmouth, Hants  
**ARKANDID**  
 730,390 Julian Rignall, C+VG  
**ARKANDID II**  
 353,330 Daniel Vye, Brighton  
**BAAL**  
 163,450 Stephen Simpson, Otley  
**BACKLASH**  
 1,450,800 James Boyd, London  
**BEYOND THE ICE PALACE**  
 13,300 Daniel Vye, Brighton  
**BLASTERDIDS**

1,220,800 Julian Rignall, C+VG  
**BUBBLE BOBBLE**  
 6,345,720 Colin Tracey, Colchester  
**BUGGY BDY**  
 107,340 Colin Tracey, Colchester  
**ELIMINATOR**  
 642,564 Horness Spencer, Redditch, Worcs  
**EMPIRE STRIKES BACK**  
 550,166 Ian Pinder, Pudsey  
**FLYING SHARK**  
 3,072,600 Conrad Rodzaj, Bristol  
**IK+**  
 205,100 Niklas Aronsson, Sweden  
**IKARI WARRIDRS**  
 28,000 Daniel Vye, Brighton  
**LED STORM**  
 806,950 Richard Davis, London  
**NEW ZEALAND STORY**  
 409,797 Stephen Simpson, Otley, W Yorks  
**OPERATION WOLF**  
 118,350 Daniel Vye, Brighton  
**DUTRUN**  
 54,877,900 Gerald Evans, Machynlleth, Dyfed  
**PACLAND**  
 111,964 Iestyn Davies, Brynmawr, Gwent  
**RETURN OF THE JEDI**  
 126,955 Ian Pinder, Pudsey  
**RBDDBOP**  
 394,010 Jim Robertson, London  
**R-TYPE**  
 523,220 Horness Spencer, Redditch, Worcs  
**SIDE ARMS**  
 2,050,800 Stu, Melton Mowbray, Leics  
**SPACE HARRIER**  
 4,919,000 John-Paul Brazier, Walsall  
**STARGLOIER II**  
 529,599 Stephen Simpson, Otley  
**STAR WARS**  
 2,368,490 Paul Lvssey, Stockport  
**SUPER HANG-DN**  
 30,142,856 Kenneth Ritchie, Fife

## THUNDERBLADE

618,510 Richard Davis, London  
**VINDICATOR**  
 496,100 Stephen Simpson, Otley  
**XENDN**  
 1,755,890 Andrew Stamp, Portsmouth, Hants

## AMIGA

### AFTERBURNER

12,383,910 Stephen Watson, Darlington, Co Durham  
**DATASTDRM**  
 189,080 Julian Rignall, C+VG  
**DENARIS**  
 \$3,900 Peter Evans, Horsham  
**FDGRDOTTEN WORLDS**  
 638,500 Justin Edwards, Bristol  
**HYBRIS**  
 1,856,275 David Parkinson, Wakefield  
**LED STORM**  
 560,839 Steven Howard, Lowestoft

### OPERATION WOLF

1,021,122 Jegg Rahu, Crayford, Kent

### PACMANIA

4,550,430 Allan Black, Desborough, N Hants

### ROADBLASTERS

1,912,824 Allan Black, Desborough, N Hants

### ROBOCOP

353,150 Jimmy Cheung, Lincoln

### SILKWORM

1,439,300 Rupesh Kanani, Sawston, Cambs

### SPACE HARRIER

7,566,980 Allan Black, Desborough, N Hants

### STARGLIDER II

385,492 Kevin Griffiths, Wolverhampton

### SUPER HANG-ON

22,118,682 Richard Shaw, Keyworth, Notts

### SWORD OF SODAN

357,000 Alex Taylor, S Cheshire

### TEST DRIVE

43,248 Justin Edwards, Bnston  
 TEST DRIVE II  
 274,370 Petri Nissi, Finland

## SPECTRUM

### AFTERBURNER

\$9,555,000 John Bristow, Erith, Kent

### DOUBLE ORAGDN

112,040 Robert Preston, Warley, W Mids  
**ORAGDN NINJA**  
 938,000 Paul Bristow, Erith, Kent

### FIREFLY

1,643,290 Robert Preston, Warley, W Mids

### LAST NINJA II

246,870 Robert Preston, Warley, W Mids

### OPERATION WOLF

589,850 Brian Crooks, Co Tyrone

### DUT RUN

20,754,240 Robert Preston, Warley, W Mids

### ROBOCOP

1,432,010 Patrick Duffy, Redcar, Cleveland

### ROLLING TNUNOER

103,680 Robert Preston, Warley, W Mids

### THUNDERBLADE

1,944,000 John Bristow, Erith, Kent

### WEC LE MANS

253,620 Paul Bristow, Erith, Kent

## AMSTRAD

### AFTERBURNER

22,312,020 David Crosby, Isle of Wight

### BARBARIAN II

23,570 Neil Franklin, Swanley

### BLASTEROIOS

106,850 Tim Goldsby, Cheltenham, Glos

### BUGGY BDY

123,760 R McDonald, Thurnby, Leics

### CRAZY CARS

6,771,560 Phil Lloyd, South Wyrall

### OARK SIDE

6,518,000 Stu, Melton Mowbray, Leics

### DRAGDN NINJA

119,000 Miles Wilkes, Ashford, Kent

### GRYZDR

990,000 P Taring, Bishop's Cleeve, Shropshire

### OPERATION WOLF

447,350 Paul Gunman, Harrow, Middx

### OUTRUN

56,708,370 R McDonald, Thurnby, Leics

### RBDDBOP

2,386,200 R McDonald, Thurnby, Leics

### SOLOMON'S KEY

Paul Cayzer, Widnes

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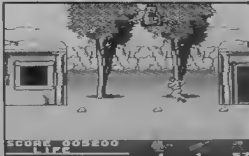
57,350 Nik Mills, Walsall

### VINOICATORS

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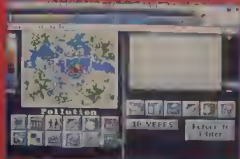
# REVIEW



▲ Godzilla meets Happy Valley!



▲ It's a busy day in downtown Happy Valley.



▲ Mayor Cook cleans up the city.



▲ The monster's heading for the bridge!

BY  
INFOGRAMS/  
MAXIS

If you've ever wanted a very good reason to go out and buy a half megabyte upgrade for your Amiga, here it is - Sim City.

What is this memory-eating miracle of modern technology? Well it's the first ever city simulation. And if you think it sounds about as interesting as attending the planning sub-committee of the local council, you'd be wrong. Sim City is utterly fab.

OK then, what happens? Well, in the basic game you start off with a sparsely-wooded wilderness with a river running through it, and a pile of money. It's time to start building.

What do you need to start a city? Well, houses would help - so bulldoze down a few trees and drop in a residential zone. Jobs for the people who are going to live there - that'll be an Industrial Zone (and people don't want to live next door to a chemical works, so put it a bit out of the way). And how about some shops and stuff so everyone can buy their copies of C&VG - those are Commercial Zones.

Nothing happens. How about building a power station and connecting all the zones to it, so the lights come on? Obvious. Now something magical happens - before your eyes the



▲ Under construction; commercial districts for Dullsville.

city starts to grow. Within the limits of the zones you have set down.

Little houses spring up in the Residential Zones, Factories grow in the Industrial Zones, Shops sprout up in the Commercial Zones - you can see the dynamics of this by glancing at the thin graph on the far left of the screen, which has yellow, green and blue lines. If they point up everything is positive and alright.



▲ Building dez rezzes in prime positions.

## C+VG HIT!

set of graphs and zone maps. Crime is up! Build a Police Station and see it go down under the influence of law and order. And how about a Fire Station while you are at it, just in case there's an outbreak of playing with matches? Bloomin' heck - it's the end of the year again. Look at all that money you've spent! And how little is coming in. Raise taxes! But watch out because your people might get fed up with high taxes and move out of the city! Lower taxes! Expand the city! Spend, spend, spend!

▼ That power station's about to meltdown - what can you do?



if they point down, something is going wrong.

Like now for instance. The first year has whizzed by and you go to set your budget and find you are very unpopular and there is very little growth. Ah! No transport. You have to connect the zones together by building roads or railways. No problem. Do this and the traffic starts to flow before your very eyes as the Sims go from home to work and back again.

Call us - the comprehensive

### Earthquake!

Chances are you will find that Sim City exercises a strange fascination as you carefully tend and build your creation (mine's called Happy Valley!) and try to keep the residents happy and the budget balanced.

Sim City is a classic - a work of true genius - and is a program that no Amiga owner should be without.

JOHN COOK



▲ Crime's on the increase in Happy Valley.



▲ How far can you extend the city limits?

AMIGA £29.99	
GRAPHICS	85%
SOUND	70%
VALUE	88%
PLAYABILITY	96%
An opportunity to build your own world - then watch it tell you you're doing a very bad job. A fabulous, amazingly addictive and highly entertaining game which shouldn't be missed.	
OVERALL	94%

### UPDATE

Macintosh version already exists and is just as fab; expect a PC version to hit the streets later in the year. No ST conversion planned as yet, sob! On & Bit? Forget it!

If you've ever wanted to become a Policeman, here's your chance in this not-too-serious arcade conversion from Domark. Officer Bob is your name and apprehending orrible villains is your game. But they're not your common or garden villains. There's none of this 'ello 'ello, 'ello what's going on, ere then you're nicked sonny' stuff here. No siree, Bob. Do that and you're likely to get a stick of dynamite stuffed up your nose. The leions Bob encounters are all heavily armed and don't think twice about taking pot-shots at approaching coppers.

The game begins with a practice screen in which novice rozzers can warm up by driving around a test track in their cop car. After that the action begins proper with Bob going out on his first mission. The game uses an overhead viewpoint, and the road scrolls past as Bob races along in his car.

There are a lot of criminals on the road, the most common being litterbugs. They spread rubbish from their cars, but can be arrested and fined simply by guiding the arrest cursor that

# APB

BY DOMARK



floats in front of Bob's car over them and pressing fire.

Every time Bob crashes he gains a demerit - too many of those results in Bob being chucked out of the force. The car also has a limited amount of fuel - running out also results in expulsion from the force.

Arrest your quota of law breakers and head back to the station to collect bonus points. On day two the first of the big baddies appear - in this case Freaky Freddy the drug dealer. He drives around in a flowery hippy van and can only be apprehended by bashing him off the road. Arrest him and take him back to the station and you

get the chance to force him to confess.

This is a really neat screen in which the shadows of Bob and his suspect, being clutched by his collar, are seen through an office window. Wiggle the joystick as fast as possible to get your confession - but be quick because the captain's coming down the stairs and if he catches Bob, he won't get a hefty confession bonus!

The game continues along these lines, with villains becoming tougher and tougher to arrest, and even more criminals taking to the road. Officer Bob certainly has his work cut out attempting to keep law and order!

The ST conversion suffers from jerky scrolling and sprite movement and rather indistinct graphics, but the intermission screens are great, and the use of samples from the original machine result in an amusing game that fans of the coin-op will love.

The Spectrum version is disappointing, though. It's a fairly accurate copy of the coin-op, but unfortunately has an over-sensitive control method which makes it very difficult and frustrating to play. One for ardent APB fans only.

JULIAN RIGNALL

SPECTRUM £9.99

An over-sensitive control method and erratic car speed makes this very frustrating to play. One for ardent APB fans only.

OVERALL 62%

### UPDATE







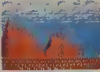


Amiga, C64 and Amstrad versions are due soon. Amiga APB should be smoother than the ST version, and hopefully will sound as good. Lets hope the C64 and Amstrad versions are an improvement on the Spectrum.

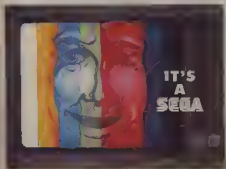
ST	£19.99
GRAPHIC	78%
SOUND	82%
VALUE	76%
PLAYABILITY	72%

A humorous and original concept which is let down by jerky scrolling and sprite movement. APB fans will love it, but others mightn't feel so enthusiastic.

OVERALL 78%

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**Ghostbusters II**



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## QUESTIONS

1. In addition to the forthcoming Ghostbusters II, name two other films that Activision have released as a computer game?
2. Name Activision's No.1 four wheel racing game due out this Christmas? It's in pole position!
3. Galaxy Force, is the next fighter plane arcade game due out soon from Activision. Name that other famous F-14 plane arcade smash hit released to the top of the charts last Christmas from Activision?

### PRIZES

- 1st Prize - 1 Year's supply of monthly cinema tickets. Exclusive Ghostbusters II 'Glow in the dark T-shirts'
- 2nd Prize - 10 Exclusive Ghostbusters II 'Glow in the dark T-shirts', £5 Computer Shop Voucher
- 3rd Prize - 15 £1 OFF tokens on any Activision product bought at the Computer Shop.



## REPLY COUPON

Rules: Closing Date 31st October. All replies should be sent direct to the Computer Shop at Newcastle. Winners will be notified by post. No purchase necessary.

(BLOCK CAPITALS PLEASE)

Answer 1 \_\_\_\_\_

Answer 2 \_\_\_\_\_

Answer 3 \_\_\_\_\_

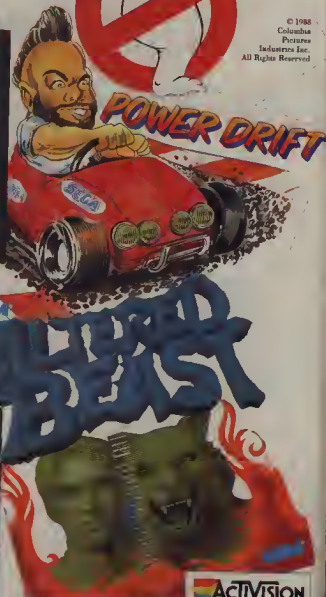
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**ACTIVISION**

BY DOMARK

# DRAGON SPIRIT

▼ Fighting the flaming phoenix.

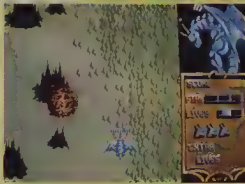
Domark's latest Tengen conversion offers a new twist on the vertically scrolling shoot 'em up theme. Instead of flying a space ship against the massed army of some exotic alien nation, you take control of a huge blue dragon on a mission to rescue a Princess who has been captured by a big, evil monster. This requires you to fly through eight levels of action and lay waste to anything that gets in your way.

The landscapes are varied, and range from volcanic ranges through snowscapes to deep valleys. Each one is packed with hordes of flying creatures and mutant foliage which spit fireballs at your dragon. The dragon can defend itself by gobbling fire bolts at anything in the air and blue firebombs earthwards to burn things on the ground. And there are plenty of targets to torch!

To help prolong your dragon life, there are also power-up icons to collect. These are released when an egg is fire-bombed, and the icon inside can give an extra head (up to three), shrink your dragon (makes you a lot harder to hit), give extra shot power, full flame or homing missiles, a temporary shield, earthquake power (destroys all ground objects), extra points or extra lives. A neat collection really.

At the end of each level is (surprise, surprise) a giant guardian who must be destroyed. These range from dinosaurs to maniacal flowers and pit n'p a

▼ Dodge the fiery balls.



▲ Ping the pulsating poppy pods

tough light, with missiles flying from all angles! If you destroy the baddie at the end of the eighth level, the Princess is res-

cued and you can get your just rewards.

The Spectrum conversion contains all the elements of the original coin-op, and there's plenty of action for blasting fans to get their teeth into.

The ST version boasts similar graphics and playability to the arcade original, and although the action is tough, it's highly addictive and is recommended to shoot 'em up fans.

JULIAN RIGNALL

## UPDATE

Amiga, C64 and Amstrad versions will be available soon. The Amiga version should be similar to the ST, but with slightly better sound and graphics, while the other two will be more colourful and naisy than the Spectrum, but will play the same.

SPECTRUM £9.99

An addictive conversion which contains all the features of the original machine.

OVERALL 81%

ST £19.99

GRAPHICS	83%
SOUND	75%
VALUE	78%
PLAYABILITY	83%

An accurate and action-packed conversion with great graphics and addictive gameplay.

OVERALL 82%









# REVIEW

## ► C64 SPECTRUM



▲ Dodge the Chimera's fireballs!



▲ How YA! A skullie gets it in the neck



▲ Use your shield to deflect Measura's gaze

Picture the scene. There you are, coming out of Tesco's with your carrier bag full of mixed vegetables, when ZAMM! you're suddenly zooming through a tunnel of light, going baaaack through time.

"Panic not, humanling, for ye are the chosen one," croons an eerie god-like voice. "Only ye can defeat the evil deity, Dame-ron, who is making our lives a misery in ancient times. And if we, the benevolent gods, are not around to keep the human race going in the past, ye and thy race won't even exist in the future, let me tell ye."



▲ A squad of skeletons from the Specter

### BY SYSTEM 3

With a strange "woo-eeee-ooo" sound echoing in your ears, you appear in a scrolling cave of rocky platforms. A quick jog and jump is all it takes to find that this cave isn't just any old scrolling cave full of rocky platforms. Sword-wielding skeletons patrol the ledges, and from roosts in the roof, fiendish harpies swoop down, talons bared. Your only defence is your fists, your feet and your cat-like agility, but if you're lucky, thumped monsters leave handy weapons behind for you to collect.

Carrying a sword replaces your array of punches and kicks with leaping lunges and savage slashes. Other weapons such as tridents and magic fireballs can be thrown with devastating effects.

After dealing death to the Chimera guarding the cave exit, you run outside, straight into a crowd of angry Greeks bearing a striking resemblance to the cast of *Jason and the Argonauts*. Watch out for the Siren, who lures you towards her then turns into a whooper serpent and gobbles you up. One judicious jab and she disappears, leaving behind a useful amulet.

At this point I should mention that *Myth* is nine parts platform beat 'em up, and one part adventure. The thinking comes in at least once each section,

when you meet the megabeast which requires some special tactic to kill. Anyone familiar with ancient mythology or even Ray Harryhausen movies will know how to deal with them, but they usually require a certain object from earlier on in the game. For instance, killing the many-headed Hydra has to be done Perseus style, by somehow hacking off the Gorgon's head and using it to turn the Hydra to stone.

▼ There's magic in the air!

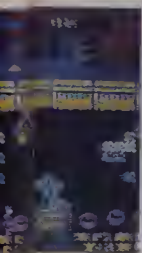




Spectrum version.



**C+VG  
HIT!**



▲ Jason and Argonaut lookalikes in threatening mode.

The game continues in this vein, taking you through confrontations with legendary monsters and gods from Greek, Roman, Egyptian and Norse mythologies, as well as a trip through Faery-type legend. This takes up four separate loads so there's a heck of a lot of playing to be done before you get to fight Dameron.

Inimitable pixel Picasso, Bob Stevenson, has designed the Commodore version's graphics which in spite of their small size

▼ Say hi to the Hydra.

are intricately detailed. The animation of the sprites, particularly the player's character, is very slick indeed, giving an almost Rotoscoped effect as he runs, leaps and kicks the heads of skeletons.

Sound, too, is rather nice, running to some sampled speech and great clanking swords and thumping effects.

Myth's bias towards arcade action rather than adventuring makes it even more addictive than *Tusker* (reviewed last month). Your little time traveller

is such a flexible fighter that the gameplay avoids getting into the rut of walk-along-and-slash, so it's guaranteed to keep you occupied for many hours after you've shelled out your tenner. There's no doubt about it - it's another winner for System 3.

PAUL GLANCEY

## UPDATE

*Myth* is soon to appear on Amstrad and Spectrum as well as ST and Amiga. The gameplay should be indistinguishable between the different formats, but System 3 promise that the graphics and sonics on the 16-bit versions will make full use of each machine's capabilities.



C64	£9.99
GRAPHICS	89%
SOUND	88%
VALUE	90%
PLAYABILITY	92%
System 3 add another superb arcade adventure to their catalogue. In fact, you'd have to be pretty stupid to <i>Myth</i> it.	
OVERALL	90%



**S**ome of the most important and interesting research in the field of aging is being done by young scientists. In this special section, we present a series of papers by young scientists that have been selected for their contribution to the understanding of aging. The papers are arranged in a way that allows the reader to see the progression of research in the field of aging, from the basic science of aging to the application of research to the development of interventions to improve the lives of older adults.

## THE QUESTIONS

1. What is Thor god of?
2. Which mythological character has snakes for hair?
3. Who is Zeus?
4. Where was Achilles' vulnerable spot?
5. Where did the Greek gods live?

# DYNAMITE

# DÜX

When little Lucy is stolen by the terrible Acha, your two friends BIN and PIN really do get angry! They are determined to get her back. You can help either BIN or PIN take on many different types of baddie. Be warned: these baddies are especially evil and very cunning. Like Sumo Pigs, Snappy Dogs, Boxing Crocs, Packs of Rats, Rollerskating Cats and more!

But, both BIN and PIN have simply *incredible* punches! When they land a punch **KERPOW!** no one stands up. With water spouts, volcanoes and walls of fire to stop you, what do you think will happen when you get your hands on Acha?

*Just remember, Lucy needs you!*



 **ACTIVISION**

# GEMINI WING

BY VIRGIN

Hot on the slimy trail left by Xenon II's tendrils and antennae comes Gemini Wing, the heroic tale of a lone fighter who simply loathes mutant bugs, bulbous alien growths and rogue fish. And who can blame him?

Not you, since you're in charge of his craft. This is a nifty little number that can carry extra weapon pods as a kind of tail - simply collect the orbs left behind by your enemies and they're welded to your rear. Some of these are very handy.

### UPDATE

Gemini Wing is available on the Spectrum and Amstrad at a price of £9.99 each, £14.99 disk; on the ST, it'll ret you back £19.99. All version should be available by the time you read this, and you can expect no major gameplay changes.

Blasting the mega-walrus on the Amiga.



including three-way missiles, speed-ups, rota bombs, homing missiles and (this is tops) a weapon that wipes the screen with a solid line of death. Simply holding down the fire button activates the first icon in line.

Every level is packed with the kind of creepy crawlies you wouldn't want to find in your soup, and every one is rounded off with a smarter-than-average alien that takes lots of hits to wipe out. For example, at the end of the first level you're faced by a walrus-like fish thing which can only be described as a walrus-like fish thing. It spews

out big limps of caviar but nothing much else - and is a little too easy to get rid of.

If all that sounds familiar, it is. Terno's coin-op was neither original nor stunning, and these versions do nothing to enhance its reputation. Worse still both games do little justice to the capabilities of their respective machines.

Even fans of the original coin-op might be disappointed by these conversions.

GORDON HOUGHTON

C64 £9.99

There's a multiloop between the title screen and the first level every time you play, so getting started isn't much fun. The graphics are indistinct and bland and, as a result, the action is very frustrating. There are many better vertical scrollers on the £4.

OVERALL 31%

AMIGA £19.99

GRAPHICS 78%  
SOUND 54%  
VALUE 69%  
PLAYABILITY 39%

Some attractive back ground graphics, spriter and end-of-level alien don't compensate much for slow and simple gameplay, just not in the same class as Xenon II.

OVERALL 48%



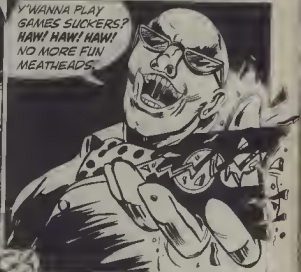
▲ Swooping through a C64 circe-stratus

# CAPTAIN LIGHT

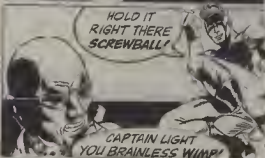
DARK DESTROYER THE FIEND WITH A SEVERE PERSONALITY PROBLEM IS TRYING TO DESTROY ALL THE GAMES SOFTWARE IN THE CITY.....



Y'WANNA PLAY GAMES SUCKERS? HAW! HAW! HAW! NO MORE FUN MEATHEADS.

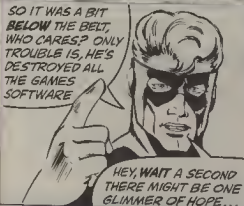


HOLD IT RIGHT THERE SCREWBALL!



CAPTAIN LIGHT YOU BRAINLESS WIMP!

SO IT WAS A BIT BELOW THE BELT, WHO CARES? ONLY TROUBLE IS, HE'S DESTROYED ALL THE GAMES SOFTWARE



HEY, WAIT A SECOND THERE MIGHT BE ONE GLIMMER OF HOPE...



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The Personal Computer Show is presented by Personal Computer World Magazine & N U publication Organisers: Mantbild Ltd, 11 Manchester Square, London W1M 5AB.



▲ Choose your mission.



▲ An A-10 streaks towards the primary target.



▲ ...an unsuspecting tank farm...



▲ ...which sustains a direct hit!



# 1 F-15 STRIKE II

**T**he *Strike II* is a sequel to the original *Strike*, which was the aging Microprose flying game, *F15 Strike Eagle*.

It's basically a combat simulator, with the emphasis on destroying set targets and dogfighting, rather than having to worry about watching your lips, rudders and elevator. Although flight simulator purists might scoff at this sort of thing, I personally feel that this type of control simplification makes for a far more swirling and exciting simulation, leaving you free to fly and fight without fear of nosediving.

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At the start of the mission the player is presented with a highscore table which shows a list of pilots, and the scores and honours they've so far acquired (the table automatically saves your initials as you go). When





# F15 EAGLE

**C+VG  
HIT!**

BY MICHAEL

FOR

name  
go to the level select  
which has four grades of  
culty, from easy-to-fly  
ultra-real ace.  
When you've selected  
can choose the area of  
Vietnam, Libya,  
and the Middle East.  
s also a scenario  
the extra mission @aks



Microprose's Eagle

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And even  
(which is  
tough  
the target).  
even  
charged.  
and a tra  
helps novice  
who set want to  
game as a combat

no two  
aspects.  
There's plenty  
more to it than  
exciting simulations.  
There's hundreds of  
aircraft to fight with,  
unrealistic co-  
toss  
and  
chaff in

get it's certainly the most  
3D effect yet seen in a  
simulation.  
The only disadvantage  
is that it's so really impressive  
that you may have a false  
sense of security - but if it's  
that good, it's worth a try.  
Get it today, before it's too late.

**JULIAN RIGNALL**

## UPDATE

When it comes to other ver-  
sions, Microprose certainly  
take their time. At the mo-  
ment they're working on  
ST and Amiga versions of  
F19 Stealth Fighter, which  
has already been out on  
the Commodore 64 for  
over two years! When  
they're going to release ST  
and Amiga versions of F15  
II is anyone's guess. Let's  
hope they do.

PC	£34.99
GRAPHICS	91%
SOUND	71%
VALUE	83%
PLAYABILITY	94%

Stunning to look at, great  
to play and packed with  
many useful and exciting  
features - F15 II is definite-  
ly top gun in the flight simu-  
lator stakes.

**OVERALL 93%**

**WORLDWIDE SOFTWARE**  
1 BRIDGE STREET  
GALASHIELS  
TD11 1SW



**WORLDWIDE  
SOFTWARE**

**WORLDWIDE SOFTWARE**  
106A CHILWELL ROAD, BEESTON  
NOTTINGHAM  
NG9 1ES

[illegible]

*IN POLE POSITION...*



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# HUFFLEPUCK CAFE

BY DOMARK/  
BRODERBUND

Typical. Just when you're at the end of your last Krypton 3 sales run, the blimmin' astro-car breaks down and you have to call the repairman from the seediest Space Rangers bar this side of the Dog And Algalian Duck. Between you and the phone, there's an ugly crowd of characters clustered around a Shufflepuck table and they want a game.

Pick your opponent and take a seat. Each contestant varies in their Shufflepuck prowess, from complete klutzes to Mr Turbo-Reactions, so it's a good idea to start with someone like the programable training robot or Skip Feeney (a prize zeeb).

You're bound to be instantly familiar with Shufflepuck, it being a futuristic version of ye olde arcade table game, Air Hockey. As you face your opponent across the table, grasp your mouse and take control of a paddle. Using his paddle, each player has no score points by hitting a puck over his opponent's end of the table, while defending his own end. The first player to fifteen points is declared the winner. And if that happens to be you, you get to take on the next most advanced contestant.

To spice the game up a bit, you can change the size of your paddle from weeny to table-width. But remember, the bigger your paddle, the less spin you can put on the puck, making



▲ *Cafe society. What a bunch.* it more difficult to spang off a real rouser-scoring shor.

As well as being able to alter paddle size, you can also put a blocker on the table. As its name suggests, this is just a block which sits on the table until the puck hits it. Then it starts to drift back and forth across the middle of the table, deflecting the puck right back at whoever hits it, resulting in some embarrassing own-goals.

Now you may think (as I did) that such enhancements are comparatively insignificant when, surely, all the gameplay boils down to is a kind of 3D Pong. Well, this is true to a certain extent, but remember this: Broderbund game.

Beating the first three opponents is a piece of cake, but after that the computer players' reaction speed goes through the roof. It's a real challenge just keeping up with the puck, never mind trying to spin it or catch your opponent out of position. As well as having different playing styles, each contestant keeps you amused with his characteristic gestures and sound effects which also help keep boredom at bay. I particularly liked Vinnie the Dweeb's victory chant of 'Nyah Nyah Na Nyah Na'.



## ▲ Mean General Eneg scores.

Shufflepuck's other really smart feature is its mouse control method, which simulates (about as accurately as an Amiga mouse is able) the action of a real Air Hockey paddle: the las-

## UPDATE

Coming soon, the ST version of Shufflepuck Cafe should be right an indistinguishable from the Amiga game, but maybe a few sonic differences.

AMIGA	£19.99
GRAPHICS	85%
SOUND	86%
VALUE	79%
PLAYABILITY	75%

A class piece of gamery, with smart graphics and a superb opening soundtrack. Could be the game your mouse was made for.

OVERALL 80%





# Blood Money



NOW  
AVAILABLE  
ON THE  
ATARI ST

**AT OVER 90%  
THEY CAN'T ALL BE WRONG!**

**STAI**

machine  
**STAR  
PLAYER**

ST  
**PERFECT  
5.0**

#### ST ACTION

Demon's split divided attention and... Quite simply the best ST title I am up to date in this supreme arcade experience.

#### GAMES MACHINE — 'STAR PLAYER' 90%

Luminous, irrepressible and utterly playable. In my view, it's great, in two it's incredible fun.

#### ZZAP—'SIZZLER' 94%

Blood Money ranks as an all time Zzap Office favourite.

#### AMIGA FORMAT—'FORMAT GOLD' 92%

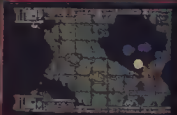
This game is so visually brilliant and possesses those addictive qualities, that once you've picked up your joystick you just won't want to put it back down again.

#### SMASH MAGAZINE—'GOLD MEDAL AWARD'

Graphics 10 Sound 10 Motivation 10 Value 10 - A perfect score!

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# ► ST SPECTRUM C64

# REVIEW



BY MELBOURNE HOUSE

●C64 version is fairly horrific

In Melbourne House's conversion of the Arcadia coin-op, your goal - as an 18-foot scaly green lizard or a one-horned ogre with bad breath - is to capture the mythical Roc's golden egg.

This isn't as easy as it sounds. You're on an island with ten different cities (the packaging says twelve), populated by humans who'll do anything to sap your energy. There's also the local insect population, who like to feed on monster energy. Against this background of opposition, you've got to knock down buildings until the whole community is devastated and you find a white egg. Once this is gained, you fight your opposite number for the right to keep it.

All of the latest versions of *Aaargh!*, unlike the *Amiga* game now over a year old, have a two-player option. This means that pillaging whole communities, plundering their food and eating their menfolk a lot more fun, and fighting each other after each round is more competitive and enjoyable.

But the big problem with the



SPECTRUM £9.99

Much the same as the 64 version, what the monsters make up for in detail, the backgrounds lose in variety. Eating people and destroying their homes should be a lot more fun than this.

OVERALL 42%

C64 £9.99

Blatant graphics and poor animation coupled with some miserable sound effects means that *C64 Aaargh!* is unattractive to start with. Fewer available moves than the ST, a poor control method and no map just make things worse.

OVERALL 44%

game is that it's incredibly easy. You can go through the whole game with little practice and consequently the game rapidly becomes repetitive.

With two-players the game isn't so bad, because you've got each other to bash up, but solo players might find themselves getting bored after a while, especially as the computer opponent can easily be beaten with the same move.

GORDON HOUGHTON



●The lizard cogitates

## UPDATE

*Amiga Aaargh!* has been available for over a year, and it's very similar to the ST, but has better sound. An Amstrad version is also available, and is very similar to the C64 version.

ST £19.99

GRAPHICS 81%  
SOUND 69%  
VALUE 71%  
PLAYABILITY 78%

*ST Aaargh!* is easily the most enjoyable of all the versions currently available, but it's far too easy to complete on your own. An in-game time wouldn't have gone amiss, but otherwise the sound effects and graphics are nice.

OVERALL 71%

WHO YA GONNA CALL?



CALL 0734 753267

ACTIVISION

The Computer Game

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## AMIGA TOP 20

1	(-)	Populous	EA	94%
2	(-)	Forgotten Worlds	US Gold	87%
3	(-)	Kick Off	Anco	84%
4	(-)	Falcon Missions	Mirrorsoft	88%
5	(-)	Silkworm	EA	82%
6	(-)	Dragon Ninja	Ocean	81%
7	(-)	New Zealand Story	Mirrorsoft	93%
8	(-)	Lords of the Rising Sun	EA	82%
9	(1)	Falcon	EA	82%
10	(-)	Lombard RAC Rally	Database	83%
11	(-)	Shoot 'em Up Kit	Palace	84%
12	(-)	Test Drive II	Accolade	85%
13	(-)	Out Run	Kixx	75%
14	(-)	Robocop	Ocean	90%
15	(-)	FOFT	Grem	75%
16	(-)	Powerdrome	EA	87%
17	(-)	Licence To Kill	Domark	80%
18	(-)	Bard's Tale	EA	82%
19	(-)	Xybots	Domark	84%
20	(-)	Gunship	Microprose	85%

Some top-notch new entries at the tail end of the chart, amongst them Licence to Kill which can at last cash in on the film's release. Populous hangs onto the top spot for the third month running, and New Zealand Story nips straight in at number seven - expect it to hit the top next month.

### JULIAN'S TIPS

**FIENDISH FREDDY'S BIG TOP O' FUN** Pricey, but Freddy's madcap circus exploits are well worth a place high in the chart.

**XENON II** Superb shoot 'em up with a sizeable amount pre-release hype to help it push in at a top spot.

**RAINBOW ISLANDS** Wonderful arcade conversion from Firebird has got to be big.

### OUTSIDE BET

**INDIANA JONES AND THE LAST CRUSADE** Didn't quite make it this month, but it has the massive success of the movie behind it now.

The top spots haven't changed at all, but some hot new titles make their presence felt throughout the rest of the chart. Lombard RAC Rally shows unexpected staying power - it was released before last Christmas and is still haunting the nether regions of the chart!

### JULIAN'S TIPS

**XENON II**: Hottest ST blast yet, guaranteed to hyperspace to the top of November's chart.

**RAINBOW ISLANDS**. Stunning coin-op conversion should be leaping straight into a lofty spot before you can say "Jim Robinson".

**ROCKET RANGER**: Just released on the ST, this is the best Cinemaware adventure yet and deserves to do well.

### OUTSIDE BET

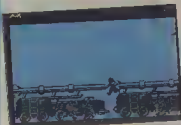
**QUARTZ**. Stylish blast from Firebird with enough addiction power to get it into the top twenty, for sure.

## ATARI ST TOP 20

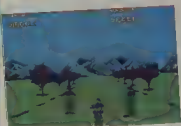
1	(1)	Populous	EA	94%
2	(2)	Robocop	Ocean	90%
3	(3)	Forgotten Worlds	US Gold	87%
4	(8)	Kick Off	Anco	84%
5	(9)	Silkworm	Virgin	84%
6	(7)	Battle Chess	EA	82%
7	(-)	Falcon Missions	Mirrorsoft	88%
8	(-)	New Zealand Story	Ocean	88%
9	(13)	Falcon	Mirrorsoft	93%
10	(-)	Bard's Tale	EA	82%
11	(5)	Dragon Ninja	Ocean	81%
12	(12)	Out Run	Kixx	75%
13	(-)	Licence To Kill	Domark	80%
14	(20)	Lombard RAC Rally	Database	83%
15	(10)	Millennium 2.2	Activision	88%
16	(11)	F16 Combat Pilot	DI	79%
17	(-)	Red Heat	Ocean	70%
18	(-)	Running Man	Grandslam	66%
19	(-)	Waterloo	Mirrorsoft	84%
20	(-)	Kult	Infogrames	85%

## HOW THE CHARTS ARE MADE

Every month we collect data from the country to find out what information from retailers of every high street chain stores. We think it's the state of sales than any other chart. We



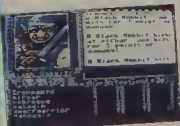
Machete at the ready, Green Beret yomps straight into the number two spot



Enduro Racer keeps the throttle open and hangs onto third position.



Silk worm at number nine is spinning nothing but money for Virgin.



Classic RPG gameplay at a reduced price Bard's Tale in at number 11

## ALL FORM

		GAME	COMPANY
1	(1)	ROBOCOP	OCEAN
2	(-)	GREEN BERET	HIT SQUAD
3	(2)	ENDURO RACER	HIT SQUAD
4	(-)	YIE AR KUNG FU	HIT SQUAD
5	(4)	DALEY T'S DEC.	HIT SQUAD
6	(8)	DRAGON NINJA	OCEAN
7	(3)	POSTMAN PAT	ALTERNATIVE
8	(-)	MiG 29	CODE MASTERS
9	(15)	SILKWORM	VIRGIN
10	(6)	FORGOTTEN WLD	US GOLD
11	(-)	BARD'S TALE	EA
12	(-)	BARRY MCGUIG.	MASTERS OF
13	(-)	WULF PACK	BLUE RIBBON
14	(-)	SABOTEUR 2	ENCORE
15	(9)	TREAS. IS DIZZY	CODE MASTERS
16	(17)	RAMBO	HIT SQUAD
17	(-)	KENNY D. SOC	COGNITIVE
18	(14)	ARMY MOVES	ALTERNATIVE
19	(-)	CRAZY CARS 2	TITUS
20	(12)	GAUNTLET 2	KIXX

The unstoppable Robocop license must be the best one Ocean ever bought - it's been number one for over six months now!! Ocean have also made the top six spots their own this month thanks to their Hit Squad budget label, under which

# CHARTS TOP 20

ANY	SPEC	AMS	C64	ST	AM
GREEN BERET	●	●	●	●	●
QUAD	●	●	●	-	-
QUAD	●	●	●	-	-
QUAD	●	●	●	-	-
QUAD	●	-	●	-	-
N	●	●	●	●	●
ALTERNATIVE	●	●	●	-	-
MAST.	●	●	●	-	-
N	●	●	●	●	●
BOLD	●	●	●	●	●
	●	-	●	●	●
ERTRON.	●	●	●	-	-
RIBBON	●	●	●	-	-
RE	●	●	●	-	-
MAST.	●	●	-	-	-
QUAD	●	●	●	-	-
ITO	●	●	●	-	-
ALTERNATIVE	●	●	●	-	-
	●	●	●	●	●
	●	●	●	●	-

Green Beret has streaked from nowhere to the number two position. Bard's Tale, with its new-found budget price tag has made quite an impact on all the individual machine charts, and has consequently settled into eleventh place in the overall ranking.



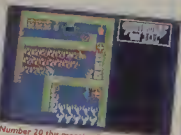
Don't push him - Rambo lopes stealthily into sixteenth position.



Army Moves moves to number 18.



Crazy Cars II goes completely loopy and hits the number 19 spot.



Number 20 this month - Gauntlet II, still managing to grasp a chart position.

# THE C+VG CHARTS

## C64 TOP 20

1	(1)	Enduro Racer	Hit Squad	38%
2	(2)	Robocop	Ocean	84%
3	(-)	Bard's Tale	EA	80%
4	(-)	Green Beret	Hit Squad	81%
5	(5)	1942	Encore	67%
6	(-)	Storm Warrior	Encore	65%
7	(9)	SAS Combat	Code Mast.	64%
8	(-)	Yie Ar Kung Fu	Hit Squad	79%
9	(8)	D T's Decathlon	Hit Squad	70%
10	(11)	Silkworm	Virgin	85%
11	(-)	Kenny Dalglish S.	Cognito	77%
12	(-)	Kick Off	Anco	80%
13	(-)	Saboteur 2	Encore	70%
14	(-)	Wulf Pack	Blue Ribbon	69%
15	(3)	Postman Pat	Alternative	79%
16	(7)	Emlyn Hughes' So.	Audiogen.	94%
17	(-)	Dragon Ninja	Ocean	80%
18	(16)	Operation Wolf	Ocean	92%
19	(4)	League Challenge	Atlantis	78%
20	(-)	In Crowd	Ocean	79%

As usual, the lion's share of the Spectrum chart is given over to budget games with only four full price games making it into the top 20. The top three haven't changed at all and Treasure Island Dizzy still hasn't moved from number one since the year dot. Are you guys buying more than one copy, or something?

### JULIAN'S TIPS

**New Zealand Story:** The Spectrum conversion is out now and on its way to super stardom. **Dragon Spirit:** I can see big things afoot for this smart-looking shoot 'em up.

**Canyon Warrior:** Hot little budget blast should muscle find its way into the top 20 somewhere.

### OUTSIDE BET

**Planet Ten:** Seems a Speccy game's got to be cheap to succeed these days, and this novel 3D PacMan game is just that

Enduro Racer still at the top? Jeez! You C64 owners are obviously won over more by price than quality. Only half of last month's entries remain this time around, and the proliferation of new budget games and rereleases have knocked some of Saplēbar's high fliers right down among the dead men.

### JULIAN'S TIPS

**CITADEL:** Activision's atmospheric search and destroy mission may well be kickin' heavy ass next month. **RESCUE ON FRACALUS:** Superb Lucasfilm space simulation. Why it isn't already in the chart is a mystery to me. **FORGOTTEN WORLDS: US Gold's** fab arcade conversion should have made a big impact by November.

### OUTSIDE BET

**INDIANA JONES AND THE LAST CRUSADE:** Now has the benefit of movie backing to help it sell.

## SPECTRUM TOP 20

1	(1)	Treas. Is. Dizzy	Code Mast.	75%
2	(2)	Enduro Racer	Hit Squad	87%
3	(5)	Postman Pat	Alternative	70%
4	(17)	MIG 29	Code Mast.	35%
5	(6)	D T's Decathlon	Hit Squad	69%
6	(3)	Robocop	Ocean	95%
7	(-)	Green Beret	Hit Squad	85%
8	(-)	Barry McGuigan Ch.	Mastertr.	74%
9	(-)	Saboteur 2	Encore	70%
10	(9)	Advanced Soc. Sim	Mastertr.	79%
11	(-)	Monte Carlo Cas.	Code Mast.	75%
12	(8)	Kenny Dalglish S.	Cognito	77%
13	(18)	Crazy Cars 2	Titus	70%
14	(20)	Shanghai Warriors	Players	79%
15	(-)	Cup Football	D&H Games	75%
16	(-)	Gauntlet II	Kixx	78%
17	(-)	Soccer Star	D&H Games	70%
18	(4)	Fast Food	Code Mast.	59%
19	(15)	Road Runner	Kixx	78%
20	(-)	Wulf Pack	Blue Ribbon	69%

### C+VG STAFF CURRENT GAME OBSESSIONS

**JULIAN RIGNALL:** F-15 STRIKE EAGLE II, XENON II, THUNDERFORCE II (MEGAORIVE), GHOUL'S 'N' GHOSTS (MEGAORIVE), WINNING RUN (ARCAOES), GUNHEO (PC ENGINE)

**PAUL GLANCEY:** F-15 STRIKE EAGLE II, XENON II, SHUFFLEPUCK CAFE, GHOUL'S 'N' GHOSTS (MEGAORIVE), FINAL LAP TWIN (PC ENGINE), LEG-ENO OF HERO TONMA (ARCAOES)

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# RAINBOW WARRIOR

## RAINBOW WARRIORS

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# BUDGET

## DIE ALIEN SLIME!

### Mastertronic

After such a promising title, it was a bit of a disappointment to find that this is actually the slowest Alien Syndrome clone in the known world. In fact, that's probably doing Alien Syndrome a disservice, because at least there's more to this game than wandering through an unchanging scrolling maze, shoot me, shoot at blobby aliens.



**C64 £2.99**

Nice music, but the bland graphics and gameplay will bore the masses out of you

**OVERALL 39%**

The weapons at your disposal fire really slowly and even the most powerful lasers are little more effective than the initial dot gun. If there was more to the game than the weak bl... it might have been more fun. But it stands it's not a bundle of

## MONTE CARLO CASINO

### Cox Masters

Fix your gambling habit with this compilation of five neatly integrated casino classics. Without the aid of a multiloader the game provides Five Card Draw Poker, Roulette, Blackjack Craps, and a Fruit Machine. Now, the really neat thing is that if you're unlucky at the Poker table you can quit and go to the fruit machine to try to top up your cash quota.

The separate games are nicely done, with animated dealers and players and clear icon selection systems. My only real complaint is that the fruit machine lacks any kind of nudge, hold or



bonus features. Still, it's a surprisingly entertaining set of games for gamblers and non-gamblers alike.

**AMSTRAD £2.99**

Accomplished package of betting games which should help while away a wet afternoon, we'll wager.

**OVERALL 77%**



## KNIGHT GAMES

### Mastertronic

Originally released in 1986, this game melds the two tracks for sports competitions and beat 'em ups into a medieval tournament format. There are

eight events in total, but when it comes down to it, the six duelling events vary only graphically, and there are no tactical differences in the gameplay. The two target shooting games are very similar to each other as well.

Backdrops and knight sprites are pretty and David Whittaker has provided some bouncy medieval electro-bops, but the gameplay is tedious. The draw-out multiloader doesn't help either.

**AMSTRAD £2.99**

Gameplay is the same as the C64 version, only slightly slower and with more blotchy graphics. The high-pitched warbly music will give you a headache, too.

**OVERALL 50%**

**C64 £2.99**

Not actually bad, but Knight Games is too boring to be fun for very long. Three quid is all it's worth.

**OVERALL 55%**



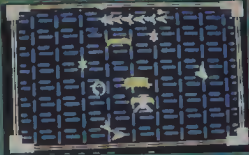


## SUPER GRID RUNNER

Llamosoft

Back in '82 when programmers were real programmers, Jeff Minter came up with the original *Am Blast* with 32K on a V100. Now, eight years later, Minter has been able to give us this classic with extra weapons, new enemies and beautiful psychedelic graphics.

The mouse zips your grid ship and its detachable R-Tyk. A unique nose-cone around the whole screen onto which swarm a multitude of snakes, bugs, space craft, Pink Floyd logos, Eyes-of-the-Storm, the goes on, but grows weirder.



There's no hope of a nanosecond's peace up there as he's blasted and even the you're not safe because Jeff has put in some nasty snakes that get you just when you're feeling snug.

This is Minter at his very best, non-stop laser fury with addictive guaranteed and a price tag that suits the tightest of pockets. Make like the Yak and go for it!

ST £9.99

Centipede meets *Psychadelic* in a game to keep your mouse creaking long into the small hours.

OVERALL 86%

## PLANET TEN

Mastertronic

How times have changed. There we were back in '83 playing *PacMan* & *Twin Brothers* in only two dimensions! Luckily, in these more enlightened times we can enjoy the same game in 3D and actually be inside the maze with the ghosts and the power pills.

*Planet Ten* 3D bit is very well done indeed, and the depiction



tion of ghosts sneaking up on you around corners and of disembodied eyes flitting back to the base is quite amusing. The *PacMan* bit is the same as it ever was, though, so it's a case of if

you liked the 2D version before you'll love *Planet Ten*. Otherwise the simplicity of it all may become quite tedious after a while.

SPECTRUM £2.99

*PacMan* in 3D - beautifully done, but it's still just a game about running through mazes and eating dots.

OVERALL 70%

## PRO POWER-BOAT SIMULATOR

Code Masters

How times have changed. There we were back in '83 playing *PacMan* & *Twin Brothers* in only two dimensions! Luckily, in these more enlightened times we can enjoy the same game in 3D and actually be inside the maze with the ghosts and the power pills.



SPECTRUM £2.99

Neat little racing game which definitely provides three quid's worth of fun.

OVERALL 70%

## CANYON WARRIOR

Mastertronic

Silence! Lie rip with your laser cannon! Kiki! Take out those spaceships! Thup! It's a shame the Spectrum's sound generator can't provide shoot em ups like this with the oomph to shell shock the player because in all other respects *Canyon Warrior* is a notorious blur of blasting.

There's a sizeable horde of marauders to murder and even a few weapons to pick up, but the small screen area leaves no leeway in the canyon for klutzy pilots. It's dead easy to shoot the pick-ups before you get to pick them up, and even easier to crash and get sent way back down the level. Awww!



SPECTRUM £2.99

A smart laser arger for sharp shoot 'em up fans. And let's not forget the full-function map editor!

OVERALL 79%

1

## Vigilante from U.S. Gold

1994 New York – the police dare not patrol the streets. The army cannot control the city and law and order no longer exists.

- 5 levels of play: Main Street, The junkyard, Brooklyn Bridge, Back Street and the Orders' construction scene.
  - Different street gangs led by a giant of a gang leader.
  - The Vigilante is attacked by gangs using a variety of knives, chains, guns and even dynamite in an effort to finish him off.
  - Motor bike crews attempt to run him over without hesitation.
- "Vigilante bears an astonishing resemblance to its arcade parent" **ST Format**

Crash 88%  
C & VG 81%



### Vigilante

	PRICE	CODE
Commodore 64	Cass £ 9.99	BF 11
Commodore 64	Disk £14.99	BF 0020
Spectrum 48K	Cass £ 8.99	BF 0032
Spectrum +3	Disk £12.99	BF 042
Amstrad CPC	Ass £ 9.99	BF 0052
Amstrad PC	Disk £14.99	BF 062
Nan 5	Disk £14.99	BF 072
Amiga	Disk £14.99	BF 082

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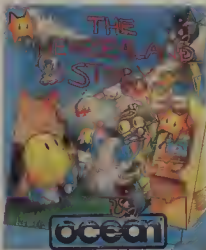
## The New Zealand Story from Ocean

Fun from down under that will have you standing on your head.

Wally Walrus has captured his tea – 20 of Joey Kew's friends from the New Zealand zoo, and if Joey doesn't rescue them all by tea-time they'll be stuffed served and swallowed at Wally's table.

New Zealand Story is incredibly cute. This is an amazingly addictive game and the difficulty tuning has been set just right.

Amiga Format 94%



### New Zealand Story

	PRICE	CODE
Spectrum 48K	Cass £ 8.95	BF10SC
Spectrum +	Disk £14.95	BF11SD
Commodore 64	Ass £ 9.95	BF12CD
Commodore 128	Disk £14.95	BF13CD
Amstrad CPC	Ass £ 9.95	BF14AC2
Amstrad CPC	Disk £14.95	BF15AD2
Nan ST	Disk £19.95	BF16ST2
Amiga	Disk £24.95	BF17AM2



2

### Indiana Jones The Last Crusade from US Gold

Relive the greatest action scenes from the greatest movie of all.

The game is played on four action packed levels and will become of the classic two list-ed arcade games.

You have the opportunity to increase your overall score with every hazard dodged, valuable object found and enemy dispatched.

● A copy of the "Byzantine Crusader" which details the storyline and Hints & Tips is included with the software.

● An added feature of a Whip allows Indy to capture and hold on to all objects.

"The graphics are superb, this is one of the best US Gold games to date!"

ST Format 90%



#### Indiana Jones - The Last Crusade

		PRICE	CODE
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Spectrum 128	Disk	£12.99	BF31SDI
Amstrad PC	Cass	£ 9.99	BF32ACD
Amstrad CPC	Disk	£14.99	BF33A02
Commodore 64	Cass	£ 9.99	BF34CCD
Commodore 78	Disk	£14.99	BF35C02
Atari ST	Cass	£19.99	BF36ST2
Amiga	Disk	£19.99	BF37AM2
IBM PC	Disk	£19.99	BF38PC2

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4

### RoboCop from Ocean

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# REVIEW

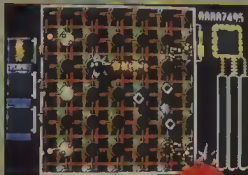
► ST

This is Paul Shirley's first foray into the 16-bit games scene, having written 8-bit classics such as *Confusion* and *Spindizzy*. Drawing inspiration from a wide variety of other games, *Quartz* is a progressive shoot 'em up which revolves around the Lattice, an eight-way parallax scrolling Asteroids clone.

There's no plot to speak of, but the action is set in a world of Quarks. Hadrons and Neutrinos (yellow, red or blue big rocks) decompose into Quarks (similarly coloured smaller rocks) when shot - both of these are only found on the Lattice which appears every other level.

Neutrinos, the product of shooting Quarks or whole formations of aliens, are used to buy any one of 12 types of power-up - but only when you've collected enough. Items you can purchase include eight-way fire, smart bombs, a flame thrower, outlander's ship repairs and a pod which allows extra weaponry to be fitted. You eventually need one or more of these because the standard issue pea shooter you're given at

► Best of power-ups: flame thrower, Lattice



► Best of power-ups: flame thrower, Lattice

the start isn't very impressive. Apart from the Lattice there are four basic game types, each of which scrolls in a different direction. The first is the Atomic Zone, combining a mixture of revolving fire-chains inspired by Super Mario Bros and some annoying alien attack formations. An asteroid field comes next with rocks coming out of the screen towards you, followed by the Lair - a world of mechanical and electrical enemies. Finally, there's the Organic Zone, popu-



► Entering the realm of the spring



BY FIREBIRD



# REVIEW

## UPDATE

An Amiga version is due for release about now for the same price, apart from a different soundtrack: the game remains the same. No details about 8 bit versions are available at present.

**ST £24.99**

**GRAPHICS 88%**

**SOUND 86%**

**VALUE 69%**

**PLAYABILITY 79%**

Smooth and colourful eight-way parallax scrolling and a great soundtrack make Quartz immediately appealing, a feeling that doesn't wear off for some time. It borrows a lot from other games, most noticeably Asteroids, but like everything Paul Shirley does, it's beautifully presented and very addictive.

**OVERALL 80%**

laced by insects and pulsating pus-spewing hearts. Nasty stuff.

For all its graphical excellence and neat way of combining five games, Quartz is a little slow: it's more of a tactical game than a pulse-racing blaster. Even so, the variety of sub-games and the need to survive to collect enough neutrinos provides a lasting interest that more standard shoot 'em ups lack.

**GORDON HOUGHTON**

● (Judge this a no-time!



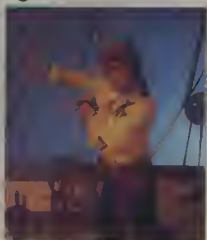
### AIRBORNE RANGER The Arcade-Action Simulation

Airborne Ranger is a fast paced action-simulation that challenges your strategic skills and reflexes. Control one soldier's battle against overwhelming odds. Run, walk or crawl across full-scrolling 3-D terrain using trees, bushes and ravines to avoid the enemy or set up an ambush.

Airborne Ranger Features:

- ☐ 12 exciting missions
- ☐ Full-scrolling 3-D graphics
- ☐ Various terrains to encounter
- ☐ Multiple enemy threats
- ☐ Modern weaponry
- ☐ Comprehensive documentation

Airborne Ranger, The Arcade-Action simulation is now available for your Commodore Amiga, £24.95.



### PIRATES! The Action-Adventure Simulation

Pirates! is a dramatic simulation of 17th century life on the Spanish Main and you are cast in the leading role as Privateer Captain. Leap into an era of turbulence and change, a time when fabulous fortunes can be won and lost.

Pirates! Features:

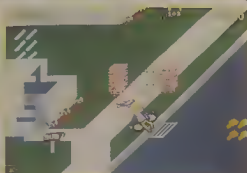
- ☐ Non-stop action and strategic decision-making
- ☐ Extensive graphics with 70 different scenes
- ☐ Various difficulty levels
- ☐ Comprehensive Manual
- ☐ Hundreds of hours of exciting entertainment

Pirates! The Action-Adventure simulation is now available for your Atan ST, £24.95.



Screenshots may vary dependent on computer and format.

Unit 1, Hampton Road Industrial Estate, Tetbury, Glos. GL8 8LD. Tel: 0666 54326.



▲ Gah! Mowed' down!

## BY ELITE

The original 8 bit versions of this crumbly classic appeared almost three years ago, and sold in vast quantities despite some lukewarm reviews. Does the Amiga version earn a loud hurrah or a miserable moan? Read all about it.

You play a pretty cool dude astride a three-speed delivery bike, skillfully lobbing rolled newspapers into your patrons' porches or mailboxes (the latter give you a bonus). Fail to deliver and they'll cancel their order. Find a house that reads a different kind of paper, and you can break their windows for bonus points. Fair enough.

At the end of your deliveries, it's off to the BMX stunt track to get some target practice in, just for licks and bonus points. Crash or run out of time and you won't get the adulation of the greasy groupies waiting for you at the finish line.

Each day your success is measured by the number of customers left, lose them all and it's shame, humiliation and unemployment. At the end of each week you move on to the next, harder level.

Life as a paperboy isn't as much fun as it seems, though. Plenty of nerds populate the



▲ Burnin' up the BMX track!



▲ Hit the targets for bonus points.

neighbourhood, lolloping out in front of the bike, letting their kids run riot with remote control racers, unleashing mad dogs and deadly lawn mowers and trying to squash you with their motors. Hit any of these and it's time to get a new bike - and you only have five.

This has got all the addiction and frustration of the coin-op, but the gameplay elements have been changed, unfortunately to its detriment. Fans of arcade Paperboy should warm to it, but the rest of you might want something a bit more substantial for twenty-five quid.

**GORDON HOUGHTON**

## UPDATE

An ST version, with virtually identical graphics, is due out at the same time - but for a fiver less than the Amiga.

AMIGA	£24.99
GRAPHICS	74%
SOUND	58%
VALUE	39%
PLAYABILITY	74%

Why isn't this the same as the coin-op? The sound is arguably better (although there's no speech), but the graphics are jerky, and the gameplay has been altered. It's not a bad game, but it's too old and too expensive to deserve greater praise.

**OVERALL 69%**



# PASSING SHOT

BY IMAGEWORKS

▼ Service!

Woah! Don't put your Fred Perry shorts and Boris Becker wig away yet! Wimbledon might be over, but the tennis goes on, this particular ball being in Imageworks' court.

Teque (Blasteroids and Thunderbirds) have programmed the conversions of this Sega coin-op which lets you play in a world grand slam tournament against teams of computer players, with or without a human doubles partner.

After selecting one of four computer skill levels, it's straight down to the court where you get a 3D Dan Maskell view of the action. Press the fire button to launch the ball into the air, then push up on the stick to hit it across the court.

After you've served, the screen switches to an overhead view which scrolls to follow the ball, just like the real thing (the point of the game is to hit the ball back at your opponent, or in fact, past your opponent). To make it even more realistic, your racquet-play extends to a host of different shots - lobs, drop-shots, volleys, forehand

and backhand smashes and the eponymous passing shot - all selected by holding the stick in a certain direction as the ball is hit.

The standard rules of tennis apply, and there's even an umpire presiding, who lets you know just why your opponent is trouncing you. Funny thing is though, some of his decisions seem to be the sort of rulings that even Bjorn Borg

▼ He's blown it.



▲ That ball is OUT!

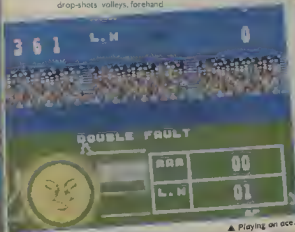
player is often too late, and you're too far away to reach the ball.

This is a shame, because aesthetically, Passing Shot is quite competent - detailed and well-animated sprites and passable music. Unfortunately, the gameplay is so annoying that before long the disk is sure to go the way of a McEnroe racquet.

PAUL GLANCEY

### UPDATE

Teque are also producing versions for the Amiga, C64 and Spectrum, and while the graphics and sounds will vary with machine, the basic problem of screen shape will probably trouble them all.



▲ playing on ace.

could get justifiably milled with - like calling aces after the ball's only bounced once.

That I could just about live with, but far more annoying is this. The screen doesn't show enough of the court at any one time, so by the time it's scrolled far enough for you to find your

AMSTRAD £9.99

Not as good looking as the ST version of course, but suffers similar problems. Added slowness gives the impression of playing an action replay.

OVERALL 55%

ST £19.99

GRAPHICS 73%  
SOUND 69%  
VALUE 55%  
PLAYABILITY 58%

For all its super-realistic options, a ropey court display and the dubious umpire make Passing Shot a bit of a disappointment.

OVERALL 61%



# MAZE MANIA



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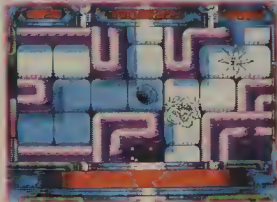




● A spiky thing in hot pursuit

# MAZE-MANIA

● More spiky nasties join the chase



BY HEWSON

PacMan-style games come and go and, as the saying goes, here comes another one. This time the scenario reads that Flippo, a kind of hedgehog with two legs cut off, has to find his way out of the Mazes of the Upper Plane.

He does this by walking over tiles which then flip over and change colour. Once all the tiles in the current maze have been flipped correctly, he can leave for the next via a mysterious flashing teleporter.

Things aren't as simple as they first seem, though. Our flipping friend only has a limited amount of energy, and there are plenty of aliens around willing to do him in. If he gets caught too many times, he loses one of three lives. Fortunately, extra lives are available in the form of Flippo icons. You can also pick up a lightning icon which gives you extra energy, and a fat, which allows you to stomp on lots of alien heads without losing strength.

### UPDATE

Other 8 bit versions are still under development for the same price as the Spectrum, and the 64 version promises an additional bonus section. On 16 bit the game hasn't yet been started and no prices are available, but it should feature twenty levels.



● Flippo gets a moment to himself

In addition, there are some tiles which change colour every time you flip them, and others that can only be turned when walked over from one direction. And who betide the Flippo that falls down a hole, for his life is quickly snuffed out.

And that's all there is to it. Flippo is very similar to US Gold's Skweek, but unfortunately Skweek is cuter, has far more levels and a greater variety of bonus icons. Although it's a nice enough game, Mazemania is just too repetitive and simplistic for the price.

GORDON HOUGHTON



● Pots of colour in the C64 version!

**SPECTRUM £9.99**

GRAPHICS	57%
SOUND	28%
VALUE	23%
PLAYABILITY	41%

Like most PacMan inspired games, the action is initially appealing, this is also helped by a cute main character and reasonably fast-paced gameplay. However, with so few and so similar levels it doesn't hold much lasting interest.

**OVERALL 42%**

# XENON 2

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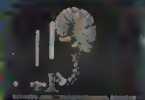
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# REVIEW



Twelve months ago, Vektor Grafik, the programmers behind the 8 bit Star Wars conversions, started work on programming routines which would display filled 3D objects faster and more accurately than ever before on a home micro. The culmination of their work comes with the release of Bomber: a flight simulation which features the best three dimensional aircraft graphics I've ever seen.

Unlike the Microprose simulations Bomber doesn't put you over Libya or Vietnam, and instead set over an area of about 1,000 square miles of the USA encompassing North and South Dakota, Wyoming and Montana. The location isn't really that important to the game, as combat isn't intended to simulate what goes on in any particular war zone.

As with most flight simulations, after loading you're confronted with a host of options screens. Select one of eight stored pilots from the roster, pick an aircraft (there are seven planes of various nationalities, all beautifully depicted on this particular screen), then you can choose your mission.

By selecting the simulation option, rookie pilots can gain flight experience without having to undertake a mission. You can start from the runway, over nearby Rapid City, on final approach or from various other positions. Then you can just fly around, bombing the dinosaur park in Rapid City, buzzing farms

and roadside gas stations, and just generally taking in the spectacular views, both internal and external.

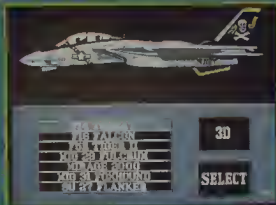
Once you've had your fill of frivolous flying, select one of the ten graded-difficulty, multi-stage operations to test your skill. As well as having the usual SAM-smashing, tank-busting, runway-strafting, dogfighting missions, the 16 bit versions of Bomber include a mission designer, which lets you define target positions, the locations of airborne refuelling tankers (the refuelling sequence is well worth seeing, incidentally) and other waypoints then save them to disk for you or a friend to fly.

The flight controls on each of the seven planes are basically the same, but each has a different cockpit display, accurately reproduced from the real thing. If you've played any other re-

# BOMBER

BY ACTIVISION

cent flight sims you should be familiar with the layout and



▲ Hmm... How about a US Navy Tomcat?



▲ Get yourself toolled up.

# BOMBER

you don't miss anything when you're actually in the air. In fact this even has the favourable effect of there being less to distract the pilot, so flying is much more fun.

Apart from having stunningly detailed and realistic aircraft and scenery graphics (each plane is made up of at least 120 polygons) Bomber is great fun just to take a plane up and fly over to Devil's Tower (scene of Close Encounters' climax) drop a Durandal on a gas station occupied by terrorists, and swing back to base for a Bud in the Officers' Mess.

Myself, I prefer F-15 Strike Eagle II's depth and speed, but a novice flier looking for an easily approachable, fun sort of flight sim would do well to check this one out (as long as they've got a fast VGA PC, of course).

PAUL GLANCEY

working of the gauges and displays. Compared with other ST and Amiga flight sims, the cockpits seem relatively bare, but



Take her out of the hangar.



▲ The Phantom lifts off and heads for the target.

## REVIEW

# C+VG HIT!

### UPDATE

We've seen demos of the other versions, and it transpires that the ST and Amiga versions have the same gameplay. They run slower, but there will be toggles to switch between levels of scenery detail. The 8 bit versions also feature filled-in 3D graphics, but the planes use less polygons (about 40) to keep the speed up.

PC	£24.99
GRAPHICS	95%
SOUND	70%
VALUE	87%
PLAYABILITY	88%

Stunningly realistic graphics and hours of uncomplicated flying make Bomber a real flight to remember.

**OVERALL 89%**

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Hurrah!

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chance of winning a prize is to count how many new PC Engine games are previewed in our tree Mean Machines megamag that was given away this issue. Is it five? Is it ten? Well, count 'em, put the number on the back of a postcard or sealed-down envelope and send it off too: OH NO NOT ANOTHER GREAT LONG COMPETITION NAME FOR ROBERT AND GEORGE TO SORT OUT COMP, C+VG, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU. The closing date is October 16. After that we'll be putting all the entries into a big sack. The first three correct entries pulled out will win their senders a PC Engine, the next twenty will get joysticks.

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# RAINBOW WARRIOR

BY MICROPROSE

You can't have failed to notice that Britain has recently gone green—ozone-friendly hair-sprays, lead-free petrol, more votes for the Green Party, even previously ecologically-unsound people joining Greenpeace. Microprose probably come under the latter category, because *Rainbow Warrior* ("the Greenpeace game") is definitely a departure from their range of American Commie-killing battle sims.

Microprose hope that they can bring eco-awareness to the masses who would normally switch off at the sight of another Norwegian in an anorak spraying baby harp seals with green paint. The game is split into seven different subgames, each of which deals with a real Greenpeace campaign. Six of the seven can be selected from the opening screen, but you have to finish all of these before you can play the culminating game.

In *Ocean Dumping*, you control a team of eco-commandoes who have to board a ship dumping waste into the sea. Starting in a dinghy, your team has to climb on deck, then each stop a crane which is dropping barrels into the ocean. The crew of the ship aren't willing to help out, though, so you have to avoid the hose trained on your dinghy, dodge barrels, and the crew members who throw you overboard if they catch you.

Save the Whales is a sort of Breakout game, which puts you in control of a killer whale swimming about under a screen full of bricks. The objective is to completely uncover a picture of whales by blowing bubbles at the bricks to destroy them. Different icons drift across the



screen, and if you bubble a good one (such as a Greenpeace dinghy) that icon will clear all the blocks it passes over. Hitting say, a whale seal will cause it to restore blocks until it goes off screen. It's so easy to inadvertently hit the wrong object and suddenly rebuild a load of blocks that this game becomes quite frustrating.

The Acid Rain Campaign puts your team of activists at the foot of four chimneys which are spewing sulphur dioxide into the atmosphere. Periodically, a dinghy sails past carrying a banner bearing one of the letters in the words "STOP ACID RAIN". You have to collect all the banners and drape them across the top of the chimneys, while dodging a patrolling policeman, a large truck and a spawner-throwing worker.

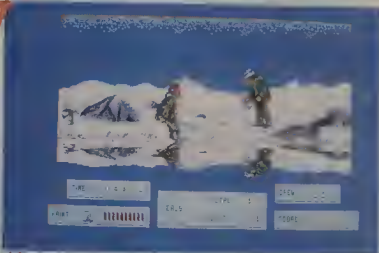
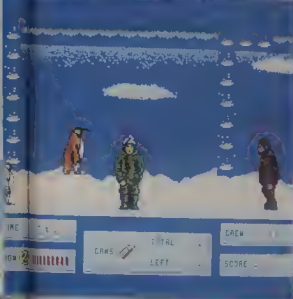
Ozone Depletion takes your campaigners to the Antarctic where aerosols are roaming the atmosphere, knocking holes in it. To get rid of them, you have to chuck snowballs at them, otherwise radiation leaks to

▲ Tessa!  
▼ All Mu

# BOW IOR



▲ The ship itself, Rainbow Warrior.  
▼ Also: Mute penguin attack!



▲ Spraying a seal while hunters leap to a watery grave.

ground level, mutating penguins into homicidal killers, and doing your campaigner no good at all. Quite comical, as you can imagine.

Saving the Seals puts you on the ice floes of Canada, where hunters are out to cull seal pups for their skins. The only way to stop them is to spray as many seals as possible with green dye, making their pelts worthless.

Just leaping from floe to floe is dangerous enough, but running into hunters is fatal, and a missile-firing nuclear submarine also makes an appearance.

My favourite of the six games takes place in the Irish Sea, where low-level nuclear waste is being pumped out through pipe outlets. You control a dolphin, which leads a diver past radioactive seaweed, dangerous squids, jellyfish and sharks to the six outlets, where he can set to, hammering the pipe shut.

You're probably thinking that none of the above sound like earth-shattering computer entertainment, and taken individually they're not. However, as a whole, Rainbow Warrior is surprisingly enjoyable. None of the campaigns has any depth and they all seem terribly silly while you're playing them individually, but they're so light-weight that it's difficult to get really cheesed off with them.

The games alone aren't likely to turn you into Mr Ecology, but they do lead you to the beautifully presented and thought-provoking instruction booklet. This contains relevant statistics and case histories which make very interesting reading, educating the reader as to exactly what's wrong with the environment and what's being done to save it.

Twenty-five quid is a lot to pay for a non-mainstream title like this one, but it manages to

educate without indoctrinating, in a topic everyone should be fully aware of. And remember that part of the profits do go to Greenpeace for the purpose of saving the planet, which can't be bad.

If you want further information about Greenpeace's work, and how to become a member, you can write, enclosing an SAE to GREENPEACE UK, 30-31 ISLINGTON GREEN, LONDON, N1 8XE.

PAUL GLANCEY

## UPDATE

The games are all very simple so they should translate easily from machine to machine. Expect Amiga, Spectrum, C64 and Amstrad versions shortly.

ST £24.99

GRAPHICS	74%
SOUND	71%
VALUE	79%
PLAYABILITY	73%

First Impressions are deceptive. This is a thought-provoking and quite enjoyable piece of entertainment software deserving your attention.

OVERALL 76%

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# GO TO THE CIRCUS IN MOSCOW

**T**o celebrate the launch of their brilliant new circus game, Flendish Freddy (which was awarded a HIT! when reviewed last month), those lovely people at Mindscape have got an absolutely amazing competition lined up. They're going to send two people to the circus. Not some rubbish old Big Top jobbie, mind you, but the incredibly fab Moscow State circus!

The winners of this competition will spend a week in Moscow, and will be able to see all the sights of the soviet capital. And of course the highlight of this once-in-

a-lifetime experience will be an evening at the World's most spectacular show, the Moscow State Circus.

All you've got to do to enter this comp is name three famous Russians. It's as easy as that. Put them on the back of a postcard or a sealed-down envelope and send them to: OOH-OOH COMRADE THE MOSCOW STATE CIRCUS SOUNDS A VERITABLE BIG TOP O' FUN COMP, C+VG, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU. All entries will be stuffed inside a furry hat, and the first correct entry pulled out will win its sender (and a partner) that fabulous trip to Moscow. Oh yes, please make sure that your entries arrive before Oct 16.

NOTE: THE WINNER MUST BE ACCOMPANIED BY AN ADULT.



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► **AMIGA**

**REVIEW**

**C+VG  
HIT!**

# ARTHUR

BY INFOCOM

Infocom has, from the beginning, had the uncanny knack of stamping its own brand of humour and puzzles on an adventure. Irrespective of the underlying story. An Infocom adventure, whether it be a whodunnit or a science fiction thriller, can always be recognised, and its entertainment value almost always guaranteed.

Arthur, based on a mixture of legend and history, is no exception. Written by Bob Bates, whose last game was Sherlock (NOT the Melbourne House title), Arthur starts with you as the young heir to the throne witnessing King Lot stealing Excalibur, stone and all, and substituting a replica, thus claiming the throne for himself.

Your quest is to eventually expose him, and withdraw Excalibur from the stone yourself to regain your inheritance. But Merlin insists that you first go out and gain wisdom and experience, and become known to your people for your chivalry. The scoring system awards points for all these categories, and also for the quest itself. Though don't be misled into

● Merlin shows Arthur his magical weapon.



You walk into the town square. The churchyard lies to the north, and the castle to the east. To your south you see the entrance to the town's only tavern, and to the west is the village green.

The village idiot is here, idly playing with a dead mouse that lies at his feet. He mumbles, "We are the Invisible Knight."

"Isn't it time for your medicine, senny?"

● Do you want to be his friend?

thinking Arthur is a role playing game - it is an orthodox adventure.

An early visit to Merlin provides you with the key to over-coming many of the problems encountered in your pursuit of the throne. He bestows upon you the ability to transform yourself into different creatures: badger, owl, eel, turtle, and salamander. Around this magical power are based some very intriguing puzzles.

You can get into the castle for example, as either a badger

or an owl, but since you can't carry anything in those forms, you must leave in human form if you find any useful objects you want to take away. Only one problem here - how do you discover the password to get past the guard on the gate? And if you thought mazes were a thing of the past, the badger's den, consisting of twisty little passages all alike with exits in all directions may have you wondering if you're playing Colossal Adventure by mistake. Except that in this maze you are a badger, and a badger cannot carry any objects with which to mark the rooms.

The third graphical Infocom adventure, Arthur has a different look from either Zork Zero or Shogun. The title bar is positioned halfway down the screen, displaying location, life form, and time of day. Below that the text part of the game is played, whilst above it the player has a choice of a cameo graphic of the location set in an heraldic banner, or alternatively, a mouse operated interactive map. This allows movement by clicking

## UPDATE

Arthur will be released on the ST and PC over the next few months and will be identical to the Amiga.

whilst not obscuring the text as was the case in Zork Zero.

A hint system is built into the game following the usual format with one or two notable exceptions. The range of hints available increases to meet the player's needs at any given time. This means you won't start seeing clues for puzzles you have not yet come across, nor for puzzles that you are not yet in a position to solve. As comprehensive as they are, however, some hints do not give a complete answer, and leave the player to do at least some figuring out for himself.

It was the built-in hints that confirmed what I had suspected as a bug. In human form I was having difficulty in persuading my rescued prisoner to venture into the castle courtyard, where he was frightened he would be recognised. A disguise of some sort seemed to be required, and this, indeed, was confirmed by the hint. But before reading the hint, I had accomplished the same thing by flying out as an owl, where he was quite willing to follow.

Still, bugs like this are the lifeblood of adventures, and in no way detracted from a game that I feel ranks amongst the best from Infocom.

**KEITH CAMPBELL**



AMIGA £24.99	
GRAPHICS	B9%
SOUND	N/A
VALUE	91%
PLAYABILITY	95%
One of the best text only adventures yet released - definitely one for traditional adventure fans to watch out for	
<b>OVERALL</b>	<b>91%</b>



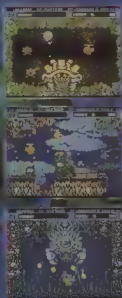
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What should you do with the washing machine? Is Webba's map useful? What do you do when you're in Hades? All these questions and more are answered in this month's fabulous adventure column. Take it away Keith Campbell...

# ADVENTURE

## THE STONE, THE BOULDER, THE CAVE, AND THE POOL

Lapis Philosophorum was never one of the world's most widely played adventures, but every now and again one of its problems pops up in the Helpline mail, and this month brings a pig of a problem. Is there any adventurer out there who knows this game and could they tell Neat Pearson of Tokoroa in New Zealand, how to leave the city with some tools and a pig, without being beaten up by a bunch

of drunken guards?

The Pawn is a great adventure, but some of its problems are a bit mind-boggling, with answers that are not at all obvious. Moving the boulder is a difficulty occurring early on, and not a lot of progress can be made until it is overcome. Again and again this problem crops up in Helpline letters, for although logical, the solution is fairly obscure. Individually, the rake and the

hoe are not strong enough to move the boulder. Tie the rake to the hoe with your shirt or jeans, and use them together to lever the boulder out of the way.

How many people have come up against the spider blocking the entrance to a cave in King's Quest III? It's stopping Johan Molendijk of Brielle in The Netherlands from entering, just like it did to me! Who can help us enter, and also suggest a use-

ful course of action in the shop and the pub?

Finn Rosenloev from Espergaerde in Denmark is playing Space Quest I. "When you reach the room after the sliding door opened by blocking the geyser, there is pool," explains Finn. "How do you enter it, and has it any use at all or is it just a joke?" he asks.

## ROLE CALL

Infocom's Journey is a role playing game that initially plays as if it has few difficult puzzles. But it gets harder the further you get. "Journey is a game of great atmosphere and great text," writes Lior Meiry of Haifa in Israel. But Lior is completely lost in the maze that lies just in front of Astrix's tower. "How do you find your way through?" asks Lior. "Is Webba's map useful, or perhaps there is an alternative way to reach Astrix?" Here's some help from Michael Howes who was stuck in Dungeonmaster a few months ago. "My bet is that Michael is stuck at the beginning of Level 6, in which case rock is not rock when it is a gem," writes John Yeates. John goes on to advise Michael that the door at the bottom of the stairs is almost certainly the one with the star shaped lock, leading to Firestaff, in which case he needs the RA key.

Recognise the name? If you've read C+VG for a number of years, you'll remember that John was once renowned in these pages as "the loony Pimaniac from Jersey". But John is not as stupid as he is used to make out - he is just about to start his second year studying Computer Science at Sussex University. "Does anybody out there know where all the secret rooms are?" he asks. "There are loads of things like Speedbow and the special swords, but I can't find all of them."

## PLAYEO BUT NOT FORGOTTEN

Recently released Deja Vu II - Lost In Las Vegas, takes you



# NTURE

through the further adventures of private eye Ace Harding. Waking up in a Las Vegas hotel bathroom with a chronic hangover, you vaguely remember being abducted from Chicago by two of Tony Malone's thugs. It seems he thinks you owe him over \$100,000, a sum unaccounted for by Joey Siegel, the racketeer of whose murder you were acquitted in Deja Vu I. You'd better get that dough to Malone in one week, or it's "or else" for you.

The seven dollars in your pocket won't go far if you're planning a visit to the hotel's casino to get you out of trouble. Still, who knows, there may be ways and means of making it go a bit further...

Deja Vu II is the latest of Mindscape's Icon-driven adventures. Almost the only words you have to type from the keyboard are ones you actually want to say to a character. Effectively the game is played entirely by mouse, dragging items from window to window to take or drop them, clicking on exits to open or pass through them, or selecting a verb from the word list provided and then clicking on an object to complete the command.

There's plenty of animation, particularly at the station. For example you'll see the whole train move away from the platform. If you have an ST you'll hear the steam engine puffing away after the guard has called "All Aboard", but not if you are playing the Amiga version, though, which is silent.

A slick private eye adventure that should prove every bit as popular as its forerunner, Deja Vu II is from Icon Simulations/Mindscape, and available for Atari ST, Amiga, PC, Apple II, and Macintosh, priced 24.99.

## HOME GROWN

River Software is one of the home grown mail order software companies that has been keeping Spectrum ad-

venture fans supplied with good quality low-priced titles for some time. Now branching into the 16-bit market, River has recently launched a trilogy of conversions for the ST, and I'll be taking a look at these next month. Meanwhile, Bounty Hunter is a brand new Spectrum text adventure just released. Beaming down to the Sea Of Stones on the planet Karakara, your task is to destroy twenty two Viroids. Viroids are neuro-viral life forms developed by the War Federation, and these were in transit to Federation HQ when the cargo ship carrying them crashed on Karakara. Equipped with a War Federation briefing and a map of

the planet, both of which come with the package, you must seek out the Viroids and then use your Pulsar to destroy them. The adventure map is very realistic, consisting of "fuzzy" locations that line up with general areas shown on the hard copy map, and defined in the game by on-screen coordinates.

These are displayed in a strip separating location details from text messages. The strip also shows the number of Viroids remaining, the number of teleport PACs you have left, and a range indicator that starts flashing as you get near a Viroid. When using a Pulsar or a PAC, these statistics are ingeniously replaced

by scrolling messages emanating from your WATCH (Wrist Analogue Teleport and Communications Hardware).

But the game isn't simply a matter of stumbling blindly around until you find a Viroid and then firing at it. Your equipment may indicate the presence of one in the area, but actually reaching it will inevitably require solving a number of typical adventure problems.

Bounty Hunter maintained my interest, and it's an original and well produced adventure. It is available for the Spectrum from River Software, 44 Hyde Place, Aylesham, near Canterbury, Kent CT3 3AL, priced 3.50



# CLUES

# A

**POLICE QUEST II:** To get

Marie to leave, dial 0 on the

phone, and ask for a taxi.

**SPACE QUEST II:** When on

the ladder, put gem in mouth

before continuing.

**KING'S QUEST II:** To open

the cabinet, look on top of the

closet in Manannan's bed-

room.

**ALL YOU NEED TO**

**SOLVE...**

**MORTVILLE MANOR**

With the help of Steven Sar-

gent

**ATTIC:** Search the top right

drawer and get the wooden

rod.

**CRYPT:** To enter the crypt

put the ring in the hole on

top of the Madonna's orb,

and turn it. Search to find the

wooden object (in the body)

**DAGGER:** Search the suit

case in Bob's room. It's the

fourth door on the right from

the landing.

**ENDING:** Put the wooden

rod through the ball on top of

the chest of drawers, and put

the wooden object at the

other end. Read what is re-

vealed.

**RING:** Search the suitcase on

top of the wardrobe in Cevals

and Guy's room. It's the last

door on the left from the land-

ing.

**SECRET PASSAGE:** It's in

the cellar. To get in put the

dagger in the deep diamond

shaped opening.

**MOST OF YOUR**

**TROUBLES ENOE O**

**IN...**

**ZORK I**

**BASKET:** Used to transport

things into the room beyond

the Tight Squeeze. Put re-

quired items in basket and

lower it.

**BAT:** Take the garlic into the

belfry with you.

**BATTERIES:** If these run

low, use the Olympic torch.

**BUOY:** Take it from the river,

and open it.

**CANARY:** Take it to the tree

where you found the egg,

and wind it up.

**COFFIN:** Can only be

removed by praying at the

altar.

**CYCLOPS:** Feed him the

sandwiches, with a drink to

follow.

**EGG:** Only the thief can open

it. Give it to him, and kill him

to get it back again.

**FLOOD CONTROL DAM**

**#3:** Press the yellow button in

the maintenance room, then

turn the bolt on the control

panel with the wrench.

**HADES:** Take bell, book,

candles, and matches, to the

gates. Ring the bell, light the

candles, and read the book, to

enter.

**MAZE:** Plot it by dropping a

different object in each loca-

tion to identify it. (See advice

on mazes in this column).

**PLATINUM BAR:** Open the

sluice gates until the reser-

voir is empty. Close them

again and get the bar quickly.

**RAINBOW:** Wave the scpe-

tre at either end of it.

**RIVER TRAVEL:** Inflate the

pile of plastic with the pump.

**ROPE:** Tie it to the railing in

the Dome Room, and drop it

over the parapet.

**SNAKE:** Use it in the sandy

cave.

**UNDERGROUND EMPIRE:**

To find the entrance, lift the

rug in the living room. There

are two exits, via the maze, or

by praying at the altar.

**WASHING MACHINE:**

Turn it on with the screw-

driver after putting coal in it.

## THE ADVENTURE HELPLINE

You've spent good money on an adventure game, and you're thoroughly enjoying it, but now, only a short way into it, you've come up against a problem that is too baffling for you to solve. What can you do about it?

If you abandon the game, apart from the disappointment, it's probably 25 down the drain. But just because you can't solve it, doesn't mean others haven't, nor that you are not really up to playing it anyway. Different people are good and bad at different problems. So your other alternative is to seek help.

That is why we set up the Adventure Helpline back in 1983. We felt that a computer games magazine can offer its readers an invaluable service in this area, through the combined expertise and experience of both its writers and readers. Many software houses offer either a hunt sheet service, or telephone helpline for their customers. However, Sod's Law says that the very problem you are stuck in will not be covered by the hint sheet, nor be known to the person who answers the phone.

Over the years, using a clues database written especially for the purpose, I have collected and collated over 2000 clues, which are augmented by thick files of maps, solutions, and hint sheets received from both software companies and C+VG readers. Write to me and you'll get a reply, even if it is to say that I can't help with your particular problem immediately. In this case I'll throw the problem out to the adventure fans who read this column. When I get an answer (and I usually get dozens) I'll print it in the clues section.

OK, it may take a little while before you get the help you need, but the adventurer who seeks an instant answer to every problem that can't be solved within a couple of



minutes, might just as well read a book! In fact, quite often adventurers solve their problems in the meantime. So much the better, for they will have gained more satisfaction in cracking the problem. But at least, having written in you can be assured that help will be on the way eventually, and in the longer term, your game will not have been spoiled, nor your money wasted.

So drop me a line. Tell me where you're stuck, and help out with someone else's problem if you can. Or simply write to have a chat about the latest game you are playing. Just enclose an SAE to get a reply. Who knows, before long you might even see your name in print!

Send your stuff to Keith Campbell, Adventure Helpline, C+VG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU and I'll get back to you as soon as he can. By the way, DON'T phone the C+VG offices - write!

# Z



# COMPO

# PLAY THE GAME MAKE THE PLANE

**Y**ou've read the Bombar HIT! review... You've stuck our amazing free Bomber poster on the wall... Now enter the Bomber competition.

Activision, in association with Revell, have got together an enormous 150 (yes, o-n-e h-u-n-d-r-e-d a-n-d f-i-f-t-y) prizes of brilliant model aeroplane kits to give away in this enormous comp. The kits on offer are all planes from the game, including the Tomcat, Phantom and Tornado... So you could make up your own favourite plane - then go and fly it on-screen!

Right, here's the catch. Before you can do anything like win a plane, we want you to answer the following aeroplane ques-

tions. They're not that difficult, and you shouldn't even have to get a plane book out of the library...

1. WHICH COUNTRY MAKES MIG AEROPLANES?
2. DOES AN F-111 HAVE SWING WINGS?
3. WHAT IS A MAVERICK?

Got 'em? They're not too difficult! Right, write the answers down on the back of a postcard or sealed-down envelope and send it off to: IS IT A BIRD IS IT A PLANE NO IT'S A BOMBER AAAGGGHH BOOOOM COMP, C+VG, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU.

The closing date is October 16. After that we'll be putting all the entries into a sack, and the first 150 entries pulled out will win their senders model kits.

So why not enter? This about the best chance you'll ever get of winning a prize!



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## BATMAN - THE CAPED CRUSADER

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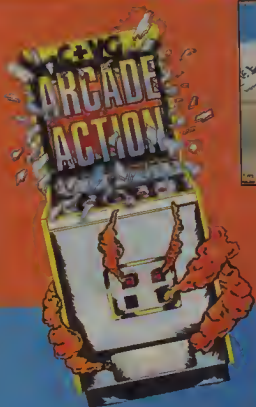
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## AQUATTACK

Fed up with all those driving simulations? Then why not take to the water in Taito's brand new power boat shoot 'em up?

Those familiar with games like Apache 3, Thunderblade and Chase HQ will instantly warm to this as they whizz down a river in a very powerful speed boat. A steering wheel controls the boat's movement, while buttons next to it make the boat hop out of the water (useful for dodging the deadly debris that floats in the water), launch homing missiles and fire the boat's machine gun.

Why do you need all this armament? Well, there are lots of enemy hovercraft on the water which are after

your blood. And just to make things worse they've got backup support in the air in the form of squadrons of missile-firing helicopters.

▼ Taking on the mighty hoverfortress.



### ▲ Buzzed by gunships

As you race down the river, you occasionally get to forks, one of which is chosen Outrun-style. At the end of each level (you've guessed it) is a big fat giant mothership which must be destroyed to go onto the next level. These aggressive range from huge hovercraft to giant helicopter gunships - it's all or be killed.

Aquattack is an enjoyable and challenging shoot 'em up. The 3D graphics are slick and colourful, the sound is very impressive, and the action is varied enough to please both driving and shooting fans.

GRAPHICS	84%
SOUND	81%
VALUE	81%
PLAYABILITY	84%
<b>OVERALL</b>	<b>83%</b>

## RAMBO

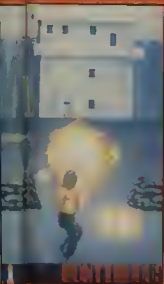
A new shoot 'em up out in the arcades is Rambo 3D, the 3D version of the rather unsuccessful film. As you can imagine, you play Rambo, and have to blow up as many people as



as many people as possible - just like the movie!

The game uses a Casual-type 3D viewpoint from behind the hero. Baddies on foot and in various military vehicles attack Rambo from all angles and attempt to wear down his energy bar, which results in the end of the game.

While the game doesn't score any marks for originality, the action is fast and frantic and it's very



▲ Eat nuclear arrow, punk!



playable. Try it out if you  
like Operation Wolf games  
or as Rambo would say  
"mrrgh frrt wugg emir  
brrr"

GRAPHICS	80%
SOUND	76%
VALUE	78%
PLAYABILITY	82%
OVERALL	82%

## VIOLENCE FIGHT



If you fancy taking out a  
bit of aggression on a  
computer opponent, this is  
the place to do it. Featuring  
large characters, Violence  
Fight is a one-on-one beat  
'em up in a very similar  
mould to Capcom's Street  
Fighter.

At the start of the game,  
one or two players select a  
character, and the action  
begins. There's a variety of  
moves made available to  
the players, with all manner  
of kicks and punches. The  
idea is simple - just wear  
down your opponent's en-

▼ Phwoar! Right in the mush!

PICK A CHARACTER, ANY CHARACTER



▲ Queensbury rules don't apply



ergy meter before he wears  
down yours. Succeed and  
it's onto the next, more  
adept opponent. Fail and  
it's game over.

Violence Fight is a tough  
beat 'em up, but the neat  
animation and clever use of  
graphics results in a highly  
entertaining fighting game.

GRAPHICS	85%
SOUND	79%
VALUE	78%
PLAYABILITY	86%
OVERALL	82%

Can You Stop The Russian Bear?



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RED STORM RISING by Tom Clancy. 1985 by MGS Books Company and Clive Slaughter Bond.

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or debit my Access/Visa card. Expiry date \_\_\_\_\_ No. \_\_\_\_\_

MicroProse Ltd., 2 Market Place, Tetbury, Gloucestershire GL8 3DA, UK. Tel: (0884) 54326. Tlx: 43422 MPS/UKG.



the role of Rastan's twin brother with a great fun. There are hundreds of on-screen crash-fest mayhem and the action gets pretty busy as you attempt to slay the evil monsters from wearing down your energy bar.

Both the graphics and sound are excellent. Quality and the gameplay, especially the two-player mode, is enjoyable and addictive enough to keep you riding in your pocket for miles.

you asked Rastan don't miss this.

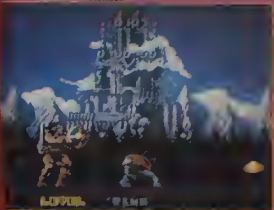
GRAPHICS	85%
SOUND	86%
VALUE	83%
PLAYABILITY	88%

**OVERALL 87%**

▼ Facing a boney opponent.



▼ Rastan II: heckateck!



## ARCHRIVALS

▼ Jump for it!



Baily have been very quiet lately, but they've returned with a brand new basketball game. Featuring big, nicely animated sprites, Arch Rivals lets you battle against a series of computer teams, or play against another player.

The gameplay is swift-paced, and the control method is easy to get used to, with an intelligent system used to pass and shoot the ball. Stringing together spectacular moves is very straightforward, and even novice players can soon play like the Harlem Globetrotters!

While basketball fans will doubtless go ape over this new coin-op, those less enamoured with the sport won't be so keen to part with their ten pences.

GRAPHICS	82%
SOUND	71%
VALUE	72%
PLAYABILITY	79%

**OVERALL 76%**

▼ Only 19 seconds left! Is it going in?



## ► ARCADE HIGHSCORES

Scores are pouring into the Official UK Arcade Highscore table, and records are tumbling all over the shop. If you're a hot arcade player, why not write in with your mega scores? The address is **ARCADE HIGHSCORES, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU**. If you've got any hot tips, send them in too - we'll be using them in a mega Arcade Action special later on this year, as well as incorporating them into a regular Arcade Action tips column. There are prizes of T-shirts and software for the senders of the best tips - so get writing. Send your stuff to **ARCADE TIPS** at the above address - and don't forget to say which computer you own.

### 11942

12 110,830 Colin McWhirter (CMC), Ballymena, N Ireland  
**AFTERBURNER**  
 18,973,210 J Wallace (AJU), Saverly  
**ALISE SYNDROME**  
 843,010 Colin McWhirter, Ballymena, N Ireland  
**ALTERED BEAST**  
 3,482,600 Ryan Humphreys, Durkar, Wakefield  
**ARRAND ID**  
 1,478,760 Stewart Bell, Macclesfield, Cheshire  
**BATTLE RANGERS**  
 199 980 Wilson Lau, King's Lynn, Norfolk  
**BLASTEROIDS**  
 2 539,740 EGG, Portsmouth  
**BOMB JACK**  
 43 634,590 Chris Ford, Lancing  
**CABAL**  
 2,390,000 David Lashley (TUF), London  
**CHASE HQ**  
 10,100,000 Russell Pickard (RUS), Bournemouth  
**CHELNOV**  
 101,570 Alex Ware (AJW), Shenfield  
**DARIUS**  
 4,293,600 Keith Bradley, Blackburn, Lancs  
**DOUBLE DRAGON**  
 999,999 Colin McWhirter, Ballymena, N Ireland  
**DOUBLE DRAGON II**  
 201,040 Colin McWhirter, Ballymena, N Ireland  
**FINAL BLOW**  
 926,910 Ben Ware, Shenfield  
**FINAL RUN**  
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**FLYING SHARK**  
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6,721,400 Gary Harrod (GAZ), Poole, Dorset  
**GALAGA 88**  
 1,678,070 Chris Ford (CAF), Lancing, W Sussex  
**GALAXY FORCE**  
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**GHOSTS 'N' GOLIATHS**  
 7,554,700 Simon Lennok, N Ireland  
**GHOLLS 'N' GHOSTS**  
 74,180 Alex Ware, Shenfield  
**GOLDEN AXE**  
 225 0 Gary Harrod, Poole  
**HANG-ON**  
 49 658,320 Martin Deem (MJD), Portsmouth  
**HAUNTED CASTLE**  
 368,220 Gavin Davis, Swansea  
**HELLFIRE**  
 327,000 Julian Rignall (JAZ), Southend  
**HOT CHASE**  
 270,540 Alex Ware (AKW), Shenfield  
**IKARI WARRIORS**  
 1,353 300 Martin Deem, Portsmouth  
**LEGEND HERO TONMA**  
 209,890 Chris Ford, Lancing  
**MARBLE MADNESS**  
 206,340 Martin Deem, Portsmouth  
**MAIN EVENT**  
 5,486 800 Tim Walker, Brighton  
**NARC**  
 3,340,050 Robin Levy (RIL), Exeter  
**NEMESIS**  
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 900,000 Ryan Humphreys, Durkar, Wakefield  
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 56,011 310 Wallace Saverly  
**OUTRUN TURBO**



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 1,560,000 Stu, Melton Mowbray, Leics  
**ROBOCOP**  
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**ROCK 'N' RAGE**  
 9,999,990 J Stevens, Cranfield, Beds  
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 940,370 Colin McWhirter, Ballymena, N Ireland  
**SHADOW WARRIORS**  
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**SHAO-LIN'S ROAD**  
 11,834,000 Firoz Rawat, Manchester  
**SHINOBI**  
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**SIOE ARMS**  
 1,846,800 Mark Boreham (BAD), Sudbury, Suffolk  
**SILKWORM**  
 716,500 Martin Deem, Portsmouth  
**SKY SOLDIERS**  
 1,215 000 Gavin Davis, Swansea  
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**STRIDER**  
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**SUPER CONTRA**  
 12,858,900 Gavin Davis, Swansea  
**SUPER HANG-ON**  
 BEG 29,874,670 Martin Deem, Portsmouth  
**JUN 28,911 000 Martin Deem, Portsmouth**

SEN 51,000,000 Martin Deem, Portsmouth  
**EXP. 24,090,220 Martin Deem, Portsmouth**  
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 857 700 Shaun Osbourne (SFO), Ashford  
**TETRIS**  
 173,600 Julian Rignall, Southend  
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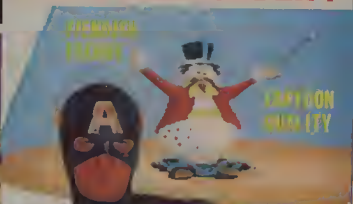
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## AMIGA-64

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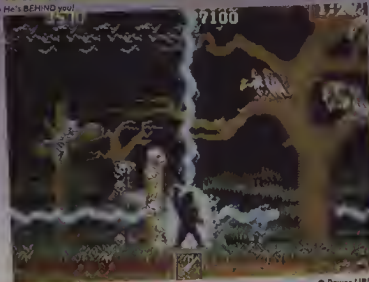
► MEGA-DRIVE

# MEAN MACHINES

## GHOULS 'N' GHOSTS



● He's BEHIND you!



● Power UP!



This is a conversion of a Capcom arcade title from last year - the sequel to the classic *Ghosts 'n' Goblins*. As in its predecessor, the player in *Ghouls 'n' Ghosts* is cast as a knight on a quest through the spooky cohorts of the local demon, who has captured a princess. He's an athletic sort of chap, and even though he's wearing heavy plate armour he can run and jump like a frog on amphetamines. For protection, he keeps a magic weapon about his person at all times.

These weapons come in chests which have to be shot

open to reveal their contents. They range from rapid-fire daggers to razor-tipped throwing shields, but to add further to your arsenal there's magic armour which lets you "power-up" and unleash mega-destructive spells.

Wicked sorcerers also like to hide in the chests, though, and if one is released he casts a spell which can change our hero into an archaic old man or a duck.

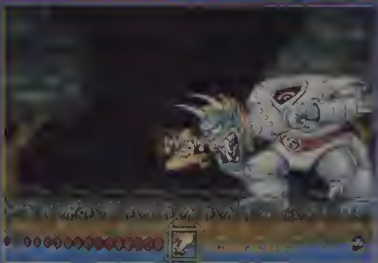
● Do those vultures know something?



# GAME HIT!

or a while  
he first art of is  
sees the knight  
ing ravenous, lighting against  
he wind as stormy seas on  
the swirling in the air. The  
which pits him against giant re-  
apers, goo vomiting, gorges of oo-  
zing tentacles and skull splatters  
about. If the knight runs into a  
baddie his armour is knocked off  
and he has to run around in his  
Y-fronts until he can pick up a  
new suit.

At the end of the first stage  
the knight has to fight a lar-ri-from-  
molly green giant. If he can get  
past him his quest then takes  
him past windmills, across ropey  
rope bridges and shaking  
ground, over pits of flame, and  
up on a rising floor onto which  
crawls huge, legless knights.



That takes you as far as level  
three, but what is beyond that I  
cannot say because Ghosts n'  
Ghosts is a flipping hard game  
about as tough as the coin-op in  
fact. The monsters are just so  
mean, and every time the knight  
gets killed he's sent back half a  
level! But in spite of the diffi-  
culty I find myself unable to

leave this game alone. Because  
you have to be on your toes  
every microsecond, there's a real  
sense of challenge and you have  
just got to keep playing if only to  
see what the next bit looks like.

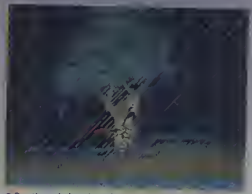
The graphics are arcade per-  
fect, right from the scrolling  
scenery (check out the swaying  
trees, the flying leaves and the  
pouring rain in the forest on  
stage one) to the nasty ghouls  
and end-of-level demi-demons.  
But even the graphics are sur-  
passed by the eerie pipe organ  
music and stunning sound effects  
they are simply incredible.

In the light of the first few  
Megadrive releases, I had some  
doubts about whether it would  
be a serious competitor for the  
PC Engine, but those doubts are  
now gone. Ghosts n' Ghosts

SEGA £41.90	
GRAPHICS	87%
SOUND	95%
VALUE	87%
PLAYABILITY	91%
A perfect arcade conver- sion, undoubtedly the best 16 Bit Sega title yet. Let's hope this is the shape of things to come!	
OVERALL	96%

might cost over forty quid, but  
since you're basically buying  
exactly the same game that's in  
the coin-op cabinet, I can't really  
call it expensive!

PAUL GLANCEY



● Run through the rain and you won't get your armour rusty!

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# MEAN MACHINES

## YAKSA

BY TONY M. BROWN

Space Harrier is the first thought that crosses your mind when you press the START button on Yaksa. Running over a stripy landscape blasting monsters that zoom at you from the horizon... all familiar stuff. Or so I thought.

The star of this show is the eponymous Yaksa, a Japanese Hippy swordsman with the widest pair of bell-bottoms in the province. He can run and leap into, and even out of the screen as he takes on the encroaching hordes of Nipalm Ninjas, disembodied Samurai heads, skeletons with sabres, fireballs and winged demons.

The sword is a pretty inadequate weapon because it's only

effective against monsters that are very close, specifically, those in the landscape's stone idles - which yield magical weapons and abilities, such as multi-way fireballs and super leaps when Yaksa runs into them. The effectiveness of each weapon depends on Yaksa's power level, shown as a bar which shrinks as he runs into hostile fire.

At the end of each stage there's a boss monster, for which Yaksa needs all the extra firepower he can muster. At the end of level one, he has to fight a fire-spiriting dragon for a good couple of minutes - and that's if he's got four-way fireballs! If he's only carrying his sword, forget it. Level two's main monster



▲ Meet the fire-gobbling demon.

is a comparatively easy tentacled blob, but after leaping along level three's mid-air causeway you have to take on a pair of giant crabs which are even tougher than the dragon.

The monsters, both large and small, are nicely drawn, but the way they're animated is not so good. Most don't have more than a couple of frames of animation, and only the Yaksa sprite moves around the screen with any semblance of smoothness. To keep the speed of the game up, everything else jerks around the screen so badly that it is difficult to work out where the hell anything is meant to be in time for you to shoot it. Ruining the visual impression (not to mention the gameplay) even further is the very ropey 3D display system, which gives apparently stationary objects like the idols a life of their own. Jumping from platform to platform in level three is a nightmare, because you're often unsure where the next platform is supposed to be!

Yaksa has a few redeeming features, such as the level pass-word system and the short-lived soundtracks. But with the odds so heavily stacked against it, not even these can save Yaksa from the kind of mediocrity we don't usually associate with PC Engine games.

PAUL GLANCEY

PC ENGINE £29.90	
GRAPHICS	49%
SOUND	65%
VALUE	53%
PLAYABILITY	57%
Awful, confusing 3D graphics kill the gameplay of what could have been an interesting improvement on the Space Harrier theme.	
OVERALL	56%

▼ RUN AWAAAAT!



▲ Eek! Here comes the dragon!

# MEGADRIVE

# MEAN MACHINES

## WORLD CUP SOCCER

Football fans will rejoice when they hear that there's now a soccer game on the Megadrive World Cup Soccer (for that is its name) lets you (and a friend if you've got two controllers) play your own World Cup tournaments or friendlies with other teams from around the world.

Options at the start let you choose a one or two-player game or a World Cup tournament. The tournament is basically a simulation of a real World Cup, with the player's team having to play against computer teams in group, quarter and semi-final matches to get to the final itself (but that's only if you come first or second in your group).

Before a match begins you first choose a team by pointing a cursor at a map of the world. Each country has a rating - Brazil is one of the best, while Japan and China aren't much cop. Once you've chosen your country you can pick a team from a series of menus showing goalies, attackers, defenders and midfielders.

If you're playing a World Cup tournament, the team groups are randomly selected before play begins - if it's a friendly, play starts straight away.

The game uses an overhead viewpoint most of the time, but for penalties, corners and goal kicks a 3D view is used. The control system is intelligent - with all three joystick buttons used to give shots at goal, high kicks and short kicks. Players can also volley, head and do overhead kicks. This might sound complicated, but it doesn't take long to get used to it.

The action is fast and furious, and the ball spans around the

screen at very high speed. In fact it almost seems too fast at first, but the speed makes the game-play more exciting - you've all

▼ The West German 'keeper

▲ Bit of a goalmouth fracas: ways got to be on your toes, and there's never any time to hang about.

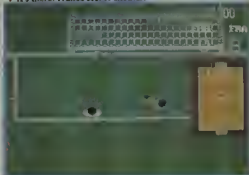
The computer opponents range from fairly hard to mega tough - you're not going to win the World Cup overnight, that's for sure. The sheer amount of

options, and the random World Cup (just hope you don't get put in the same group as Brazil and Argentina) result in a game that football fans won't get bored of for a long time.

**JULIAN RIGNALL**



▼ It's there! France scores another!

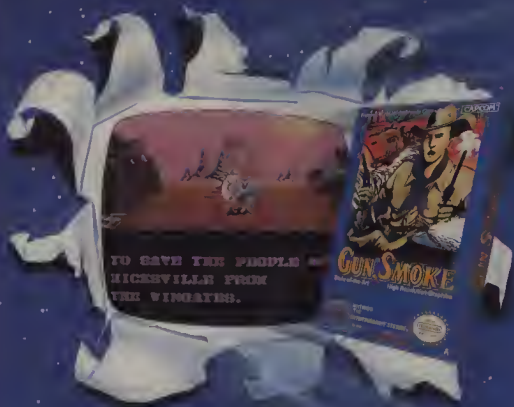


<b>SEGA</b>	<b>£31.90</b>
<b>GRAPHICS</b>	<b>81%</b>
<b>SOUND</b>	<b>82%</b>
<b>VALUE</b>	<b>79%</b>
<b>PLAYABILITY</b>	<b>85%</b>
Loads of options, slick graphics and oodles of playability make this a very high quality football game which Megadrive owners shouldn't miss.	
<b>OVERALL</b>	<b>83%</b>



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## BATMAN OCEAN

The Spectrum and Commodore versions of this film tie-in were reviewed at the beginning of this issue - but how are the ST and Amiga versions coming along?

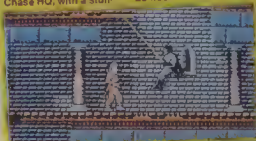
Well, both feature live levels of action, and have similar platform-style scenes to the Spectrum and Commodore versions, but the Batmobile and Batwing sections have been specially improved to utilise the ST and Amiga's superior processing power.

The Batmobile section is now like a mini Chase HQ, with a stunning

3D view used as the amazing Bat-vehicle zooms down the streets of Gotham city, while the Batwing level is very reminiscent of Afterburner as the craft flies low over the carnival floats severing balloons filled with nerve gas.

Batman looks like it'll cause a major sensation when it's released on the ST and Amiga - if you're a Batman who owns either of these machines, make sure you get hold of a copy!

**RELEASED: SPECTRUM AMSTRAD C64 OUT NOW AMIGA ST OCT PRICES: SPEC/AMS/C64 £9.99 ST £19.99 AMIGA £24.99**



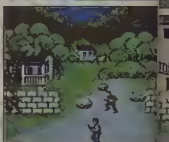
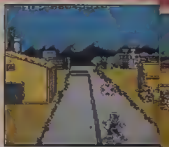
## CABAL OCEAN

Last month we printed a picture of the ST version of Cabal, which is coming along very nicely. Now we've managed to track down screen shots of both the Spectrum and C64 versions, and see you can see for yourselves, they're looking like they're going to be very good copies of the arcade game.

If you didn't see last month's issue, you won't know that Cabal is a shoot 'em up in which one or two commandos take on an entire army over a variety of 3D scenes. The action is fast and furious, and there's loads to shoot and even more things to avoid!

There'll be a review of Cabal next issue - keep your eyes peeled.

**RELEASED: ST AMIGA SPECTRUM AMSTRAD C64 OCT PRICES: SPEC/AMS/C64 £9.99 ST £19.99 AMIGA £24.99**



## THE CYCLES ACCOLADE

From the makers of Grand Prix Circuit and the Test Drive duo comes a two-wheeled road-racer. The Cycles gives you an unusual over-the-handlebars view of fifteen (count 'em!) celebrated cosmopolitan circuits in such exotic locations as Japan, Canada, Monaco and even good old Blighty. Other options include the ability to race at five different skill to-



vels and 3 in three different classes - 125cc, 250cc, and 500cc. Looks exciting, but we find that Accolade driving games always seem to be a little on the slow side. Will Cycles be different?

## CONTINENTAL CIRCUS VIRGIN

Virgin/Mastertronic's conversion of this great arcade driving game looking almost identical to the coin-op - just check out this ST screen shot pictured here.

The original arcade game featured real 3D graphics (of the movie kind), but the programmers have sensibly decided not to incorporate this in the conver-



conversion to one that is as accurate as possible.

There are ten different tracks in all and the conversion includes the pit stops and identical game-mechanics to the original machine.

Continental Circus will be reviewed next issue - watch out for it.

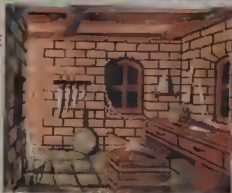
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SPEC AMS/C64 £9.99  
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## OOZE

### DRAGONWARE

Hot from the keyboards of Italian programming house, Dragonware, comes a graphic adventure in a Magnetic Scrolls sort of vein. Ooze is the story of Ham Burger and his uncle Cheez (har har!).

Carfax Abbey, in rue Morgue 666 is infested by ghosts. Unlike ordinary spectres, this lot



have a problem; they're haunted by the sort of baddie that would make Heltraiser look as soft as a jelly baby - none other than the terrible Ooze. Apparently all Ham needs to survive is cour-

age, luck and a good sense of humour. Look out for Keith Campbell's review next issue.

RELEASE: AMIGA ST  
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Find out the review which should grace these pages very soon.

RELEASE: PC NO-  
VEMRER C64 AMIGA  
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# PREVIEW

## KEEP THE THIEF ELECTRONIC ARTS

When he was nothing but a smelly baby in swaddling clothes, Keef was abandoned outside the Temple of Mam in the hope that he might learn its ways of battle and magic - but the only thing he learned was how to become a thief. Now he's heard rumours that the sacred pieces of

a long-since-lost golden sword are hidden somewhere in the city. If he manages to find them all, he reckons, he'll be able to set himself up as the new God King!

Keef the Thief is a role-playing adventure but there's no need for any typing in - all commands are icon-driven and there's even an arcade-style combat section.

RELEASE: AMIGA PC  
OCTOBER  
PRICE: £24.99

Load Save Game Options



## HARDBALL II ACCOLADE

Remember Hardball? Probably the most successful baseball game ever released on the 64? Even if you don't, Accolade are about to bowl you over with the sequel. The action centres around player selection decisions made from the Team Editor which gives loads of facts on every conceivable team statistic. The match itself features a wide variety of apparatusly animated



## TIME EMPIRE

Imagine the perfect android. OK - now you've got to create it. Easy? Well, it would be if you had all the right components. Trouble is, they're hidden in various time zones throughout the history of the Earth -



old time machine in the cupboard. You can visit over 100 different locations, from the Circus Maximus to the Crimean War, and talk to up to sixty in five characters. The adventure is icon-driven so you can pick up, drop and examine objects without having to type in





## CASINO GAMES

### SEGA

Ever wished you had bags of money, just so you could gamble it all away on some flash casino table? Nops. Nor have we. Gambling without losing a penny on the other hand - now that sounds more like it. And would you believe it, folks, here's a game

which lets you do just that.

Whether you're addicted to Roulette, Baccarat or some other likemindedly frivolous way of wasting your money, Sega have the game for you. Just stick your cash on the table, make your bet and you're ready to roll. So petez la fesse and allona-y! Casino fans watch out for a review in the next C+VG. **RELEASE: NOVEMBER**  
**PRICE: £24.95**

movements: diving saves, pitching, batting, headfirst slides - the lot. A whole bunch of different camera angles and three other ventaga points allow the action to be viewed from almost any position. With all these improvements, all Hardball II needs is the playability of Hardball. It's got that, Accolade just can't lose. **RELEASE: PC AMIGA ST NOVEMBER C64 DECEMBER**  
**PRICE: 8 BIT FORMATS £16.99 16 BIT FORMATS £24.99**

#### A single word.

You can see from the screenshots that the graphics look outstanding. As for what we think of the gameplay - you'll just have to wait for the review.

**RELEASE: AMIGA ST OCTOBER**  
**PRICE: £29.99**



## FAST LANE

### ARTRONIC

Driving games might be a panny these days, but Artronic (formerly Cascade) reckon that this sports car simulation of theirs will be the most accurate game of its type. So expect terribly fast graphics and lots of ooh-gosh-t-almost-rolled-the-ruddy-thing-then thrills. The objective is fairly clear cut - just put your toot to the floor and make sure you win the sports car racing drivers championship. Don't you just love simplicity?

**RELEASE: ST, AMIGA SEPTEMBER**  
**PRICE: ST AMIGA £19.99**



**M1 TAN  
PLATINUM**

**M1 P**

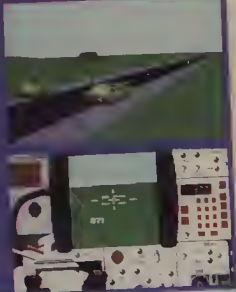


## GREAT COURTS TENNIS

**UBISOFT**

Here's another tennis game that's sort of missed the boat as far as British tennis tavar goes. Still, from the looks of things this one is certainly more likely

to get you in Fred Parry mode than Imagaworks' disappointing Passing Shot (reviewed this issue). As well as being able to play in tournaments against the ture element to the game in that certain tasks require certain objects to complete them. Certainly sounds like it's worth looking forward to. **RELEASE: AMIGA ST OCTOBER**  
**PRICE: AMIGA ST £24.99**



## MANIAC MANSION

**US GOLD/LU-  
CASFILM**

This, Lucasfilm's first cartoon adventure (Indiana Jones and the Last Crusade being the latest) didn't get the success it deserved when Activision originally released it on the C64 a couple of years back, mainly because it was a disk-only product. No such setbacks should trouble the ST and Amiga versions which

US Gold are releasing soon. The game is a manu-driven animated adventure which puts you in control of four kids on a mission to rescue a kidnapped friend from a crazy scientist and his ugly sister. The plot is a wacky sort of cross between The Rocky Horror Show and an episode of Scooby Doo, only stranger. If you liked Zak McKracken and the Alien Mindbenders, this is definitely one to check out. **RELEASE: ST AMIGA SEPTEMBER**  
**PRICE £24.99**



## IRON LORD UBISOFT

Probably the most frequently previewed game in history, this seems to have been crossing the Channel since the year dot, but no, honestly, it's here at last, for sure. It's a medieval adventure, arcadey, strategy-y sort of game, in which you, a brave and noble king, come home from a crusade to find your mean uncle has usurped your throne and pinched your cash! The cheek of the fellow! Your job is to find and raise an army then jolly well give him what



for! In between cajoling information out of strangers in taverns, you get to take part in some smart arcade sequences, such as an archery contest and an unusual 3D sword fight which gives you a "through the visor" view of your opponent as he hacks your limbs off. We've played a not-quite-finished version and reckon Iron Lord has probably been worth the wait. Look out for it.

**RELEASE: ALL FORMATS OCTOBER**  
**PRICE: ST AMIGA PC £29.99 SPECTRUM DISK £14.99 AMSTRAD C64 £9.99**



## F-29 RETALIATOR

OCEAN

Phew-ee! As it were wasn't enough combat flight simulators on the 16 bit machines! Well, Ocean reckon there's room on the bandwagon for one more title, and this is it. In Retaliator you can take either the fictional F-29 of the title or an Advanced Tactical Fighter up for a spin, pop off a couple of Sidewinders and wava goodbye to a couple of

enemy jets as they move downstairs. The four different battle locations are packed with trains, trucks, mountains, factories, oil refineries, bridges and tanks all crying out to be bombed. The 3D graphics are some of the best we've seen in a game like this, but whether the gameplay is of a similar standard, we'll just have to wait and see. The Amiga version is dual first, but expect other versions to follow.

**RELEASE: AMIGA DECEMBER**  
**PRICE: TBA**



## MOONWALKER

US GOLD

You've seen the film (oh, you lucky people!) You've seen it again on video (oh, you crazy people, you've got the right so often and you've got it all, it's a pip! gosh, I don't have leg. H. W. I don't know! US Gold... people believe and we surprised... as by the... or shake... lean... the plot of... in case... lar... bel... Jacker...



poppered him... magic. Trying to foil the plans of drug baron, Mr. Big and his vile henchpeople who are trying to pervert the youth of America with their noxious substances. The player takes control of Michael in the same multitude of magical forms (very fast car, large spaceship, and of course rich pop star) he used in the film, which should at least mean a lot of variety. It'll be one of the products US Gold will be showing off in the PC show, so we'll have a review for the next issue.

**RELEASE: ALL FORMATS DECEMBER**  
**PRICE: AMIGA £24.99 SPECTRUM DISK £14.99 AMSTRAD £9.99**



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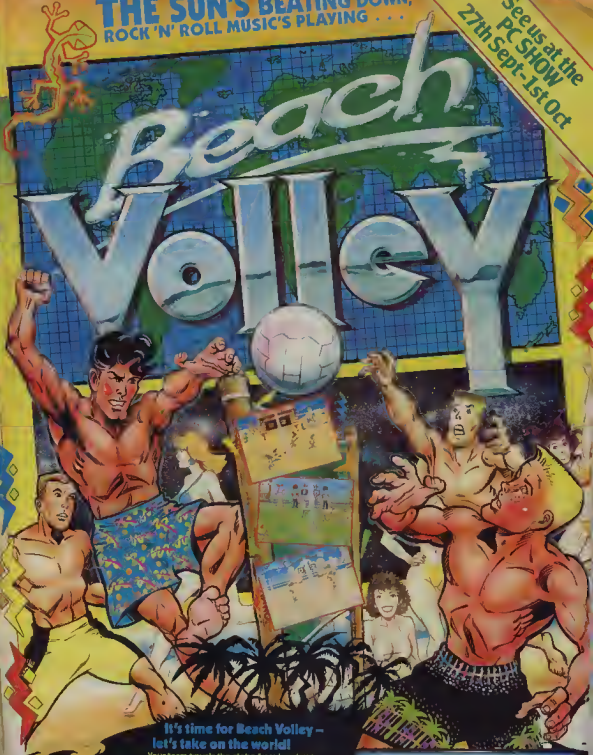
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